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LET'S GO!

Welcome to the Ultimate Pokémon Trainer's Guide!

This is your doorway to the exciting world of Pokémon! My name's Mac and I'm a Pokémaniac just like you! Pokémania has taken the world by storm in just a few short years. The pocket monsters are everywhere and even more cool Pokémon stuff is on the way!

This Trainer's Guide is the only one you'll ever need. You'll find strategies and tips for ALL the Pokémon games, including *Pokémon Stadium* — the brand new N64 video game — where the battles are fast, furious, and in glorious 3D! I'll also show you some cool card game tactics and tell you how to beat *Pokémon Trading Card* for Game Boy and help you improve your regular card game tactics! Still trying to capture all 150 Pokémon in *Red, Blue, and Yellow*? I'll tell you how.

But that's not all. I've got the first look at *Pokémon Gold and Silver*! It won't be coming to the United States until Christmas, but you'll meet ALL THE NEW POKÉMON in this massive preview!

Everything's here! Grab your Poké Balls and get ready, cause we gotta catch 'em all!



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THE STARS OF THE SHOW
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Poké Picks

Every trainer has a favorite Pokémon and I've got mine. Narrowing it down to just one Pokémon is pretty hard, so I decided to list my Top Ten. You may not agree with my list, but remember, it's just for fun!

10. Oddish

A smiling radish with feet, or is it a turnip? Maybe it's a potato with a great haircut? He may seem like an "odd" choice, but I just love this little veggie. Oddish's evolutions are great, too. Plus, the "hairstyles" get bigger and wilder with each mutation, making this Poké plant a must-have for any trainer, or stylist for that matter. And, after a day of battling other Pokémons, he fries up into a tasty side dish for a cheeseburger.



9. Bulbasaur/Charmander

Both have attitude, impressive attacks, and awesome evolutions. Both are adorable and loyal. Bulby's got an unopened bloom on his back, while Charmander's tail can start a four-alarm fire. When evolved into Charizard, Char's one of the baddest monsters this side of Pallet Town. Bulbasaur's evolution into Venusaur is no slouch either: razor sharp leaves. Fool around with him and he'll slice that green thumb right off.



8. Squirtle

He's the only Pokémon whose ever been in a gang, so he's got street cred — truly a Pokémon with a checkered past. Back in the day Squirtle ran with the Squirtle Squad, he wore sunglasses 'cause he was just so cool. He lost the shades, but the attitude definitely remains. "Squirtle!" If that wasn't enough, Squirtle evolves into Blastoise and big guns pop out of his shell. Now he's packing heat! Or water, as the case may be...



7. Hitmonlee/Hitmonchan

These fighting Pokémons tie for seventh 'cause they kick major butt! Neither one can be found in the wild, but after you meet and defeat the Karate Master and the other trainers in the Saffron City Fighting Gym, you'll get to pick either Hitmonlee or Hitmonchan. Hitmonlee gets his name from Bruce Lee and Hitmonchan is named after Jackie Chan, martial artists who became movie stars. How cool is that?!



6. Gengar

At number six, with a bullet, is Gengar, a cute but scary Pokémon. In fact, the term "monster" couldn't apply any better to another Pokémon. He can use his psychic powers to create all kinds of horrific illusions — I wouldn't want to meet this ghostly fellow in a dark alley! In the TV show, he's more of a practical joker than a menacing fiend, but he's still pretty scary. His grin says it all.



5. Jigglypuff

It's time to get Jiggly wit it! No one can listen to her song without falling asleep, but why? She has such a lovely voice! She also makes a great toy! I can't wait to get my hands on anything that looks like Jigglypuff or that has the crooner's face on it. Unfortunately, they don't make the toy I really want: her microphone marker. She uses it to get even with the people who snooze during her performance.

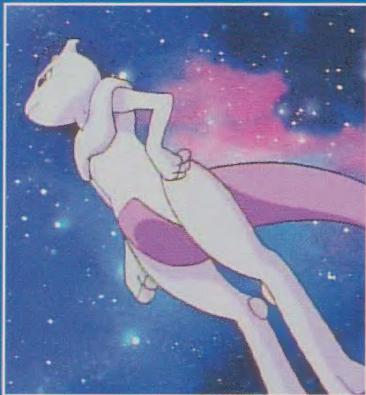




4. Mewtwo

Meet the Darth Vader of Pokémon. Not only does he talk without moving his lips (does he even have lips?), his psychic powers allow him to move objects just like the evil Jedi Master from *Star Wars*! The gene-spliced Pokémon blew me away when *Pokémon The First Movie* hit the theaters.

I didn't know much about him before that, but I've been a fan since. Plus, he managed to cause a lot of trouble with his army of cloned super-Pokémon, just like Vader's stormtroopers.



2. Ditto

What ranks this Pokémon so high is his ability to imitate other Pokémon.

Although this power doesn't translate to the Game Boy game — where Ditto isn't all that powerful — this Silly Putty-like

Pokémon is still cool.

Seeing his little dot eyes on another Pokémon's body makes me laugh, too! Sadly, Ditto hasn't quite mastered the ability to imitate Ash or Brock, which would really help him pick up chicks! After all, who wants to date a blob of goo? Eeewww.



3. Pikachu

The little rodent's face has appeared on everything from magazine covers to underwear. I would have rated him higher, but I'm tired of watching him hog the spotlight. Still, his fifteen minutes of fame ain't over. Ash may think of himself as the hero of the *Pokémon* cartoon series, but we all know the real hero is yellow

and has a Thunder Shock that can blow the roof off buildings. My favorite Pikachu collectible is the ultra-rare Japanese card "Pikachu's birthday."



1. Mew

...and, coming in at number one, the 151st Pokémon — the ultra-rare Mew. This Pokémon is as cute as he is mysterious. He practically stole the show in *Pokémon The First Movie* by tussling with Mewtwo. The powerful and evil

Mewtwo met his match when he battled Mew. Although they fought to a standoff, Mew showed his heroism by taking on the evil gene-spliced Pokémon. This is one cool cat and if you want to catch 'em, you gotta find him. If you want a Mew Pokémon card, you have to join the Pokémon League. The tour is also the only place you can download the frisky little critter into your Game Boy. Unfortunately, Nintendo keeps a close eye on how many Mews they give out, so I hope you got yours, 'cuz I got mine. Remember, you gotta catch 'em all and Mew is the most elusive of them all.



Best New Pokémon: Hoo-Hoo



This poor little fellow looks like he only has one leg, so you'd think he'd be easy to catch. But Hoo-Hoo only comes out at night, so it'll be a challenge to capture the critter. Good thing *Pokémon Gold* and *Silver* will have an internal clock with gameplay moving from day to night in real time. When it's bedtime, Hoo-Hoo will appear and you'll have your chance to catch 'em. Sure, he's physically challenged, but that night vision allows him to track mouse-like Pokémon for his dinner plans.



This miniature Hoo-Hoo toy is already available in Japan.

BIG IN JAPAN

We've Died and Gone to Pokéheaven!

POKÉHEAVEN





Imagine a store the size of a mall that is filled from floor to ceiling with the latest and greatest Pokémon goodies — it's so popular, to get inside, you have to stand in a line several blocks long for hours on end. This Poké Disneyland is called the Poké Center and is located in Tokyo, Japan.

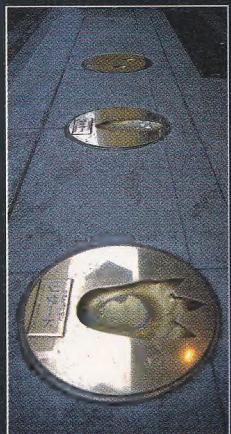
After a three-hour wait, I'm inside the Pokémon wonderland! This incredible place is filled with toys, games, and gear that you've never seen before. It's a truly special place for Pokémaniacs. Not only is it the worldwide headquarter for Pikachu and pals, it's a gathering place for trainers of all ages.

Pokémon Walk of Fame

Here we are at the entrance of the Poké Center, and look! Set in bronze are actual footprints from some of our favorite Pokémons.



Charmeleon — This Fire-type Pokémon is one of my favorites and my shoe hardly fills his footprint!



Chansey — Here's Chansey's eggprint with all its vital stats.



Pikachu — You know he would be immortalized in bronze. I wonder how many people Pika electrocuted while they held him in the mold.



BIG IN JAPAN

Soft-Vinyl Toys

Soft-vinyl Pokémon figures are all the rage in Japan. Plus, they're available in U.S. import stores, too.



#183 Marill

This Water-type pocket monster is the most popular Pokémon from *Gold* and *Silver*.

DUPED AGAIN

Not only are Japanese toys cool looking, their rarity makes them instant collectibles. Be sure to look at them closely, since some stores try to pass off fakes for the real thing. Here we have Jesse and James from Team Rocket. These hot figurines are a must-have for your collection.



This is not the official logo. Products from Taiwan are often made by this company and not licensed.

MONSTER MODELS

This foot-tall Charizard model actually spits sparks from its mouth and walks!



Big lizard on a rampage.

Even if you can't travel all the way to Tokyo, you can still get your hands on the same Japanese toys here in the States. It may cost more money, but your local import store probably carries a large supply of these rare Pokémon toys.





#151 Mew

ANOTHER CUTIE! Mew is very cat-like and Mewtwo is...demented.

#165 Ridiba

One of the new pokémons from Gold and Silver that is already popular in Japan.

CAST OF GOLD AND SILVER

The new cast of characters in Pokémon Gold and Silver are sure to go down a treat of pocket monsters. Even though the games come out in the U.S. next fall, the games are already available here and so are the toys. Check 'em out.

THIS SLOWLAX WALES UP WHEN YOU PLAY THE POKE FLUTE.



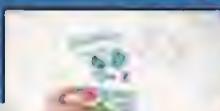
BUILD YOUR VERY OWN POKÉMON

Build one of the coolest toys I've seen in the Poké Center! Many of our favorite Pokémons are available as these miniature wind-up toys. They're also available in U.S. import stores.

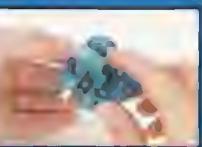


Build your very own Vaporeon from scratch with this cool snap-together wind-up toy.

First, remove all the pieces from the plastic frame. Be careful when cutting out the plastic parts. I got my dad to help me.



After you've removed all the pieces from the plastic frame, lay the pieces out and grab the motor. We'll assemble this first.



Grab the bottom part of the Vaporeon and place the motor in the stated groove in the middle. Gently snap it in place.



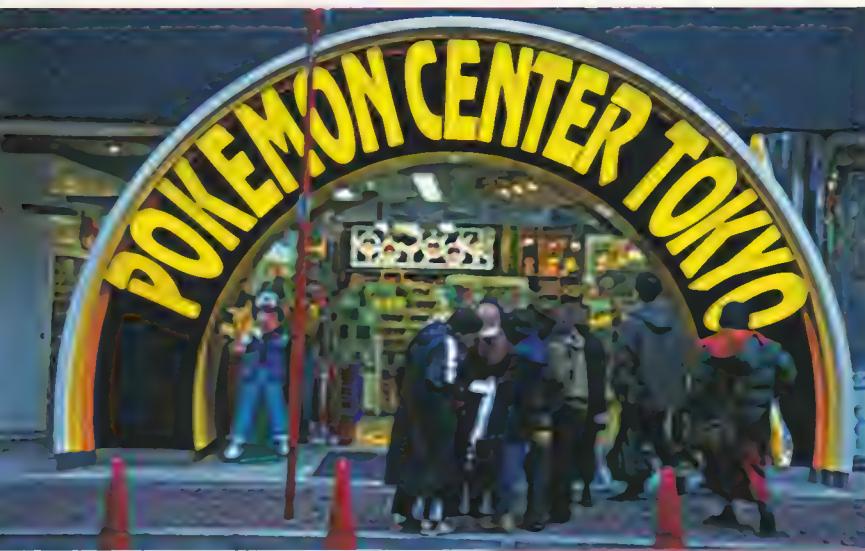
Now snap together the top and bottom pieces of the Vaporeon. Be careful when doing this, the plastic pieces can be easily broken.

The last step is to snap the tail and fin on top of Vaporeon.



Your Vaporeon is now assembled! Wind up the water and watch it go. If you really want to impress the kids, place it in an your Veedol box, grab a Poké Ball, and pretend your Ash Ketchum!





NEO CARD SET

Can you believe it? Here they are! The Neo Set for the Pokémon card game. You can get them at import stores in the States, if you're lucky. To make sure I got a set, I bought mine from the Poke Center. For a closer look at this extremely collectible set, see page 55.

Gym Packs

These exclusive booster packs for the Pokémon card game will be coming to the States in fall 2000 or in 2001—but I got a set from the Poke Center. They feature art of the Gym Leaders from the Pokémon games and the Gym Leader's favorite Pokémon.



ISLAND CARDS

Limited-edition cards with a collectible scene and postcard.



SOUND TRACK & LIMITED EDITION CARDS





PLUSH POKÉMON BALLS



At first, this appears to be a regular Poké Ball.



Cards feature the Gym Leaders with their preferred Pokémon types. For example, Brock's face appears on a Rock type.



POKÉ CENTER GAME BOY

Of course I can't leave the Poké Center in Japan without getting an official Poké Center Gold and Silver Game Boy. This amazing Game Boy features a polished finish that changes from silver to gold as you turn the machine. It also has the three new starting Pokémon for Gold and Silver on the display screen. You can guarantee Nintendo of America will be bringing this gadget to the States when Gold and Silver hits here.



Look closer and you will find a zipper.



Drop it and it'll pop.



It's adorable like Squirtle! How cool is that? Other Pokémon are available too, including everyone's favorite Squirtle. First introduced in a game called Tengen Toppa Gurren, these toys are ultra-rare.



This limited-edition TV soundtrack features the elusive, super-rare Mew holofoil card.

American Import Store List

Write on Time
www.writeontime.com
 San Bruno, CA
 (650) 624-0842
 Specializes in Japanese Pokémon toys

Network Video
 (650) 579-3636
 Specializes in Japanese toys and video games



TRAINER TOOLS & PROFILES

Your Pokémon Adventure Begins Here!

All trainers should be familiar with their friends and foes, not to mention the tools they'll use during their journey. Take a moment and get to know the world of Pokémon as you set out on your quest to become the ultimate Pokémon Master.



POKÉ BALLS

THERE ARE CURRENTLY FIVE TYPES of Poké Balls used to capture Pokémon, and Professor Oak is developing new types of balls all the time. All Poké Balls have the same purpose, to catch Pokémon!



POKÉ BALL

The most basic Pokémon catcher.



GREAT BALL

A bit more expensive, but increases your chances of catching Pokémon.



ULTRA BALL

The strongest of the regular Poké Balls.



SAFARI BALL

Can be used only in the Safari zone.



PESTER BALL

Used to force Pokémon out of hiding, not for actually catching them.



MASTER BALL

You only get one per game, but it will catch any Pokémon.



<POKÉDEX STATS>

Equipment Category: Computer

Height: 3"

Weight: 6 ounces

>POKÉDEX

A Pokémon trainer wouldn't be caught dead without the ultimate tool of the trade: a fully functional electronic Pokédex! This tiny handheld computer serves as an electronic index for all the Pokémon you meet and capture during your travels. It displays facts and figures on all 150 plus Pokémon on the built-in LCD display. Simply input the monster's name and BAM! Any Pokémon stat you desire is at your fingertips. In the television show, the Pokédex actually talks.

>ZERO-ONE

This all-purpose automated vehicle was developed by Professor Oak for use in Pokémon research. Equipped with all the modern safety features, the Zero One can be operated at night or day, and even has power brakes that help it avoid running over Pokémon.

<ZERO-ONE STATS>

Equipment Category: Mobile Research Vehicle

Height: 5' 4"

Weight: 550 lbs.





>ASH

Ash Ketchum is a boy from Pallet Town. He and his next-door neighbor, Gary, both dreamed of becoming the World's Greatest Pokémon Trainer. As they grew up, they grew apart, torn by their competition to become a Pokémon Master. Now, Gary is Ash's main rival.

Ash has dreamed of becoming a Pokémon Master his whole life. When he turned 10, he got his Trainer's License and started out on his journey.

Fortunately, Ash, who had more enthusiasm than knowledge, met up with Misty and Brock, two Trainers who have become his good friends and companions. With his friends by his side, the support of his mother, and advice from Professor Oak, Ash has come a long way in a very short time. He has an impressive collection of Pokémon.

<IMAGE>ASH.EPS



<ASH STATS>

Age: 10
Hometown: Pallet Town
Preferred Pokémon: Pikachu, Squirtle

<INFO>HASBRO TOY 6" FIGURE



Ash loves his Pikachu and is always training the lil' fella. Here Ash teaches him a two-punch combo.

>PIKACHU

Ash got really lucky when he showed up late to get his first Pokémon from Professor Oak. If he had been on time, he might have gotten the Charmander he wanted and he would never have met the Pikachu that changed his life. As Meowth says "that Pikachu is no ordinary Pikachu."

<IMAGE>PIKA.EPS



<PIKACHU STATS>

Height: 1' 4"
Weight: 13 lbs.
Preferred Attack: Thunder Shock

<IMAGE>BROCK.EPS



<INFO>TOMY MINIATURE*

<BROCK STATS>

Age: 15
Hometown: Pewter City
Preferred Pokémon: Onix, Geodude

>BROCK

Pewter City Gym's Leader, Brock, is a skilled trainer who prefers rock-type Pokémon. He loves a good battle, and has a powerful collection of heavy hitters. Brock works hard to teach his Pokémon new attacks and often evolves a Pokémon if he needs to.

Although a Trainer now, Brock really wants to become a Breeder. He's developed a special Pokémon food that helps Pokémon grow big and strong.



Normally, Brock is a serious guy, but he goes crazy whenever he sees a pretty girl. Misty and Ash try to keep him from making a fool of himself, but he's bigger and stronger than either of them, so he keeps getting himself into trouble.

<IMAGE>MISTY.EPS

>MISTY

Misty, the Gym Leader of Cerulean City, specializes in water-type Pokémon. She's just trained a difficult Psyduck caught during her and Ash's last adventure. She travels with Ash because he borrowed and broke her bike. During their travels, the two have become good friends (not that they would admit it), as she tries to keep him out of trouble.

Misty is a kind and caring Trainer, who gets all her Pokémon to fight extra hard. She's well known for her skills and other Trainers often seek her out for training tips. She cares for her favorite Pokémon, Togepi, a newly hatched egg-type Pokémon, like a baby.

<IMAGE>MISTY.EPS



<INFO>HASBRO TOY 6" FIGURE

<MISTY STATS>

Age: 14
Hometown: Cerulean City
Preferred Pokémon: Starmie, Goldeen, Togepi, Psyduck

TEAM ROCKET

This sneaky bunch is always looking for an opportunity to pick a fight or capture a Pokémon.

>JESSE

Jesse is rotten to the core. She's selfish, cruel, greedy, and incredibly vain. She also loves to cause trouble, although she isn't very good at it. Jesse has a strong personality and tries to talk James into things, but with little success. No matter what, the schemes she tries to pull over on Ash and friends seem to backfire on her.



<INFO>HASBRO TOY 6"

<JESSE STATS>
Age: unknown
Hometown: unknown
Preferred Pokémon:
Ekans, Arbok

"Prepare for trouble! — Make it double!
To protect the world from devastation.
To unite all peoples within our nation.
To denounce the evils of truth and love.
To extend our reach to the stars above!
Jesse! — James!

Team Rocket blast off at the speed of light!
Surrender now or prepare to fight!"

That's right!



>JAMES

James is a rich kid who joined Team Rocket after running away from his parents. Unlike Jessie, James actually has a good heart. When Jessie is at her worst, James often finds himself wishing he was somewhere else.



<INFO>HASBRO TOY 6"

<JAMES STATS>
Age: Unknown
Hometown: unknown
Preferred Pokémon:
Koffing, Weezing

>MEOWTH

Because he's the only Pokémon that can talk, Meowth feels more human than other Pokémon, so he feels right at home with Team Rocket. Meowth used to be the Team Rocket leader under the Boss, but repeated failures made him look so bad, he's now just a team mascot with an attitude. A big talker, Meowth isn't very powerful, but this doesn't stop him from beating up on Jessie and James. The little cat's vicious scratch attack usually isn't enough to win matches, so he fights other Pokémon only when he has no other choice.

<IMAGE>MEOWTH.EPS



<INFO>TOMY 4" SOFT VINYL

<MEOWTH STATS>
Height: 1' 4"
Weight: 9 lbs.
Preferred Attack: Scratch
or Growl

>GIOVANNI



The mysterious leader of Team Rocket, Giovanni, always has an evil plan up his sleeve. He is rich and powerful. His pet Persian replaced Meowth as his favorite Pokémon when the talking cat screwed up one mission too many.



SUPPORTING CAST

>PROFESSOR OAK

<IMAGE>PROF.EPS
<INFO>TOMY MINIATURE
*Available only in Japan

Professor Oak helps get new trainers started by giving them their first Poké Balls and Pokémon as their Pokémon Journey begins. Professor Oak is also the inventor of the Pokédex, an electronic guide to Pokémons. He's also the grandfather of Gary Oak, Ash's arch-rival. When a Trainer has more than six Pokémons, any extras are sent back to the place where they got their Poké Balls. Professor Oak often ends up taking care of the Pokémons that Gary and Ash aren't using.

<PROF. OAK STATS>
Occupation: Professor
Age: Unknown
Preferred Pokémons: None

>GARY OAK



Gary is the grandson of Professor Oak, Pallet Town's resident Pokémon Master. Gary is a good trainer who loves attention. His famous name and a lot of money help him gather large crowds wherever he goes. This is very frustrating for Ash. Gary was extremely successful at first because he quickly captured many Pokémons. His defeat in the Pokémon League proved that it takes more than nice cars and cheerleaders to be a Pokémon Master, though. He is Ash's main rival.

Pallet Town is lucky to be home to Professor Oak, the world's most famous Pokémon expert. From his lab, the Professor develops new Pokémon technology and tools that will aid in his research. Currently, he is studying the breeding habits of Pokémons.



>POLICEWOMAN JENNY

<IMAGE>JENNY.EPS
<INFO>TOMY MINIATURE

Policewoman Jennys are in every city. They're all related and look exactly alike. All of the Jennys take their jobs very seriously and none of them will put up with troublemakers like Team Rocket. Ash and his friends have helped the Jennys fight off Team Rocket many times, but the duo always escapes.

<POLICEWOMAN JENNY STATS>
Occupation: Police Officer
Age: Classified
Preferred Pokémons: Mewtwo

>NURSE JOY

Every major city has a Pokémon Center and every Pokémon Center has a Nurse Joy. These cheerful pink-haired girls are all related and look alike. Only Brock seems to be able to tell them apart.

In *Pokémon: The First Movie*, the diabolical Mewtwo kidnapped a Nurse Joy. Mewtwo then used her to lure Pokémon Trainers to his mysterious island lair.

<IMAGE>JOY.EPS
<INFO>TOMY MINIATURE

<NURSE JOY STATS>
Occupation: Nurse
Age: Classified
Preferred Pokémons: She loves them all!

FIGHT CLUB!

The Battle of the Next Millennium Begins Now!



POKÉMON STADIUM
Turn-Based Fighting

Available March 2000

LET'S GO!



Grab your favorite Pokémons and prepare to fight! Now, all the hard-hitting, action-packed battles from the cartoon are available on the N64. Featuring all 151 Pokémons, *Pokémon Stadium* also includes Nintendo's cool new peripheral, the GB Transfer Pak. This groundbreaking device lets you take the Pokémons you've captured in *Red*, *Blue*, and *Yellow* and then battle or trade them in *Stadium*. It also allows you to play those same games on your N64!

Poké Gadget



Pokémon Stadium is one of the first games to use Nintendo's new Transfer Pak. It transferring data between Game Boy and Nintendo 64 — but it won't be the last. This peripheral, which plugs into your controller, will enable you to transfer Pokémons that you've captured and trained in *Red*, *Blue*, and *Yellow* on the Game Boy. You can also use this great new device to play basic Game Boy games on the N64. The Transfer Pak will work with other N64 games, too.

Welcome to the World of Pokémon Stadium!

To Be the Best, You Gotta Beat the Best!

Jam packed with awesome features, *Stadium* is a 3D battle royale, with instant battle modes for almost every Pokémon. If that's not enough, there are also sidesplitting mini-games and a Gallery mode that lets you have a Kodak moment with any of your favorite Pokémons. The amazing graphics alone make *Stadium* a must-have for any die-hard Pokémaniac! *Stadium* is the closest thing that anyone will ever get to actually capturing, training, and fighting Pokémons. Now grab your Poké Balls and get ready to fight!

THE CUPS

FEATURING FOUR CUP TOURNAMENTS, *Pokémon Stadium* will test your skills as a Trainer. If you score a perfect win during a match, winning without any of your Pokémons fainting, you'll earn a 'continue' bonus, which allows you to fight again if you lose a match. Here are the four challenging tournaments.

PRIME CUP: No Level Limits

Open to all Pokémons, the action in this cup can get downright fierce. Be prepared for the final trainer, Cool, because he'll attack whatever Pokémons you choose with Mew.

POKÉ CUP: LV 50–55

(The combined levels of your three Pokémons must be below 55.)

You can choose from 149 Pokémons. The levels of your three Pokémons are totaled to determine which pocket monsters you can compete with. We'll cover this one!

PIKA CUP: LV 15–20

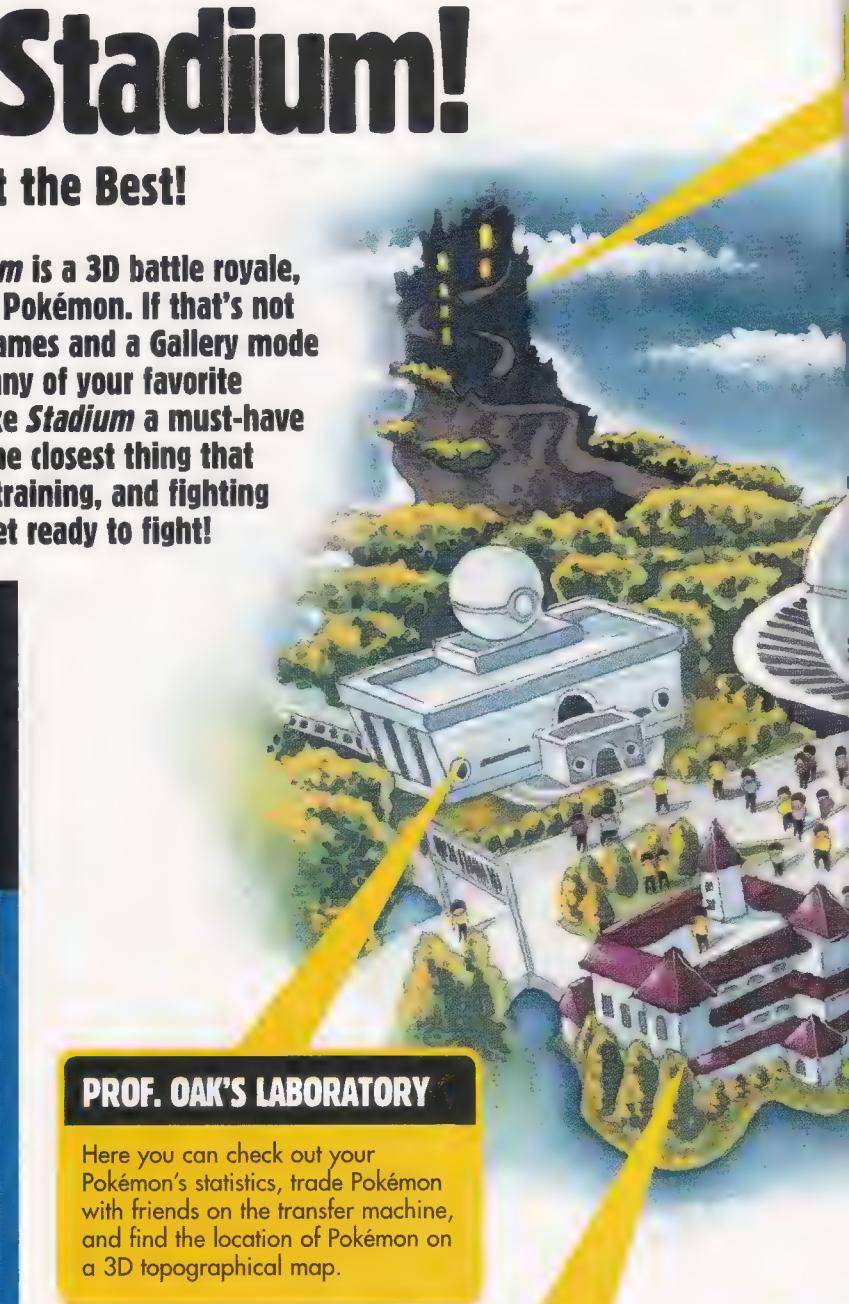
(The combined levels of your three Pokémons must be below 50.)

If you want to brush up on your tactical skills, or learn a new move, then the low-level fights of this cup are a good start. You can also use the link cable and import surprise Pokémons that can be exchanged and entered into battle.

PETITE CUP: LV 25–30

(The combined level of your three Pokémons must be below 85.)

Only pre-evolved Pokémons need apply for this tournament. In addition to level restrictions, Height and Weight limitations are also enforced, so choose accordingly.



PROF. OAK'S LABORATORY

Here you can check out your Pokémons' statistics, trade Pokémons with friends on the transfer machine, and find the location of Pokémons on a 3D topographical map.

WINNER'S MANSION

In the mansion, you can visit the trophy room to view all of the Pokémons that have been victorious in each of the cup tournaments. Trainers' names and those of their friends are listed on each trophy.

GYM LEADERS CASTLE

This is where you battle all of the gym leaders and their cronies! In the finale, you must defeat the four Grand Masters. Only then can you refer to yourself as a Master PokéTrainer.

GAME BOY BUILDING

Grab your copy of Red, Blue, or Yellow, pop it into your Transfer Pak, and play it on the N64 with your captured and trained PokéMon.



MAC'S POKÉMON RANKINGS

Hey, guys! This list is for the 150 Rental PokéMon only. Rankings will change if you raise the default PokéMon or if they learn new abilities naturally. Moltres is unavailable as a Rental. These lists are good to have when formulating your battle strategies.

Best 5 for Hit Points

1. Weavile
2. Nidoran
3. Moltres or Rhydon
4. Clefable or Slowbro
5. Moltres, Dewgong, Arcanine, Nidoking, Poliwrath, Wartortle, Lickitung, or Slowpoke



Best 5 for Offense

1. Rhydon, Machamp, Flareon, or Kingler
2. Furret
3. Hammonia
4. Kabuto
5. Arcanine, Scyther, or Dodrio



Best 5 for Defense

1. Clayster
2. Onix
3. Omastar
4. Rhydon or Weezing
5. Kingler, Gyarados, or Tangela



Best 5 for Speed

1. Aerodactyl
2. Piplup
3. Scyther, Rapidash, Electabuzz or Kadabra
4. Gyarados, Ninjask, Dodrio, Fearow, Tentacruel, Raikou, or Voltorb
5. Raticate



Best 5 for Abilities

1. Moltres
2. Kadabra or Tentacruel
3. Haxorus or Onixstar
4. Flareon
5. Abra



Best 5 Overall

1. Moltres
2. Clayster
3. Arcanine
4. Aerodactyl or Rhydon
5. Tentacruel



KID'S CLUB

If you want to play nine hilarious mini-games with up to four players, then this is the place to be! In single-player mode, you can set the difficulty level—but be careful! It's really hard to win at the highest level.

FREE BATTLE

This area is where you can battle your friends for neighborhood bragging rights! Up to four players can participate with each player building a team of six PokéMon without any limitations!

Poké Cup Battle Tips

Let's Get Ready to Rumble!

Here, trainers fight at a 'Master Ball' level. This tournament is unlike the other cup tournaments, so it'll take some practice and skill to win. The trainers come ready to fight hard, so try and watch what your opponents do and learn from their tactics as you raise championship-winning Pokémons.



MAC'S QUICK TIP

Listen up, fellow Pokémoniacs! At first, there are a lot of 'rental Pokémons' to choose from. If you want to win, and who doesn't, then the key is to regularly switch Pokémons in and out of battles. This way you can learn the best combinations of Pokémons to use. So, constantly pick your team and I guarantee that you'll get the hang of it!

The Master Ball Trainers

BATTLE 1: JUGGLER



High-powered Electric Pokémons attacks are good to use here. Watch out for Machamp and Rhydon's earthquake attacks—they'll shake you up.



BATTLE 2: BIKER



This fearless trainer stocks his squad with powerful Pokémons that use poison attacks. Your best bet is to use Earth- and Psychic-type Pokémons. This match is your best opportunity to score 'perfect' victories—if you choose wisely.



BATTLE 3: MEDIUM



Attacks in this match are as unpredictable as they come! Watch out for Tentacruel and Ninetales, since they're used the most. Also watch out for Magmar's Confuse Ray, which Medium really likes to use.



BATTLE 4: ROCKER



It's best to start off using Ice-type Pokémons, but stay on your toes! Rocker can catch you off guard with his unexpected plays.



BATTLE 5: OLD MAN



Old Man usually fields a very balanced team of different type Pokémons. You'll need to keep a few Electric-type Pokémons on your team.



BATTLE 6: BEAUTY



There's a very good chance that this young lady will deploy Mr. Mime right off the bat, so be ready with Psychic-type Pokémons. It's a good idea to have some Electric-type Pokémons handy too!



BATTLE 7 (SEMI-FINAL): TAMER



Be sure to watch out for slash attacks from the super-fast Pokémon Persian. Paralyze it using electromagnetic wave attacks. If Tamer uses Flame-type Pokémons, switch to a Water type to counter its attack.



BATTLE 8 (FINAL): PSYCHIC



Slowbro is used in the beginning so it's best to start with an Electric-type Pokémons. Muk is also frequently used.





Mac's Picks

A Six-Pack of the Best Fighters

With so many Pokémons to choose from, sometimes it's hard to pick a team. So, to help you guys out, I've picked six Pokémons every winning trainer has to have on their squad.

125 ELECTABUZZ

Recommended Attacks: Seismic Toss, Protect, Thunder, and Thunder Bolt.

Much quicker than the cute Pichu, this Electric-type Pokémon can only be found in the Red game. You can always swap with a friend if you don't already have it.



053 PERSIAN

Recommended Attacks: Cat, Thunder, Bubble Beam, and Hissic.

The only Pokémon faster than the super-quick Persian is Aerodactyl. Persian has no significant weaknesses and its attacks can be varied, making him a perfect fit for any team.



064 KADABRA

Recommended Attacks: Powwow, G.U., Seismic Toss, and Thunder.

Even though this isn't its final stage of evolution, it's still an absolutely essential Pokémon to have on your squad. Kadabra's a Psychic-type Pokémon that's very easy to use. Fight with Kadabra as you would with its final evolution, Alakazam.



ICONS EXPLAINED...

INSECT	PSYCHIC	FIGHTING	POISON	DRAGON	GHOST	NORMAL	WATER
STONE	ICE	EARTH	PLANT	WIND	FIRE	ELECTRIC	

006 CHARIZARD

Recommended Attacks: Cat, G.U., Take Down, and Double Edge.

Despite being a Fire type Pokémon, Charizard is capable of several effective Earth attacks. It's a powerful Pokémon that's effective against Fire and Poison type Pokémons.



091 CLOYSTER

Recommended Attacks: Shell Shock, Banded, Water Gun, and Self Destruct.

Cloyster is the best defensive Pokémon. It holds up extremely well to attacks from Stone and Fire-type Pokémons. You should teach Cloyster by teaching it Shoulder Bash attack. By doing so, Cloyster will be able to attack its opponent while wearing them out at the same time.



142 AERODACTYL

Recommended Attacks: Hissic, Sky Attack, Double Edge, and Fly.

The fastest Pokémon you can have in this tournament. Since Aerodactyl has many weak points you should always make the first move. Quickly swap it out if anyone uses Ice attacks because it can't tolerate the deep freeze.



Mac's Superstar Training Tips

Hey, Pokémon Trainers! Even if you raise your Pokémon to be really strong, making a few bad calls can be devastating. All the Tournament Trainers are pros. They stock their teams with only the best Pokémon and know how to use them. If you want to become a superstar like me, then listen up while I pass along some awesome training tips.



MAC'S QUICK TIP

The object is to have six Pokémon that can take on any crew. You don't want to be in a situation where you're facing an Earth-type Pokémon without a Pokémon that can resist those attacks! Choose Pokémon with attacks you can make good use of, and make sure that when you evolve them, they don't forget their previous abilities.



KNOW YOUR POKÉMON!

It's extremely important to memorize each of the Pokémon types and their Attacks. For example, if your opponent has a Flame-type Pokémon like Charmander, you should automatically switch to a Water type like Bulbasaur. Remember that you can't win battles with your Pokémon if you don't know what attacks to expect from your opponent. Learn your Pokémon well!

CHOOSE YOUR POKÉMON WISELY

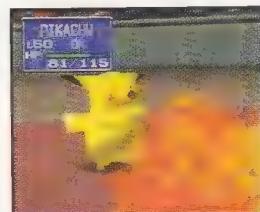
At the tournament, you'll only be able to send three of the six Pokémon you chose into battle. It'd be great if you only had to worry about your own Pokémon, but you need to keep an eye on your opponent's pocket monsters too. Keep track of their types, common weak points, and which Pokémon are the easiest to beat. Once battle starts, check all these factors and use Pokémon that can counter your opponent's choices. Try to find three Pokémon that can basically take on all comers.

BAD TEAM CHOICES

You'll sometimes realize during battle that you haven't chosen the best team possible. When this happens, take some time before your next move to figure out which attack will work best against your opponent's Pokémon. Although you have a weaker Pokémon, some of its attacks are still more effective than others. A few bad choices by your opponent can still result in a victory for you.

BAD MATCHUPS

If you're getting beaten pretty badly it's best to retreat and swap out your Pokémon. Retreating is an important tactic, particularly in Poké Cup. Remember, it's best to live and fight another day.



TIMING SELF DESTRUCT

Good timing is critical when you have a Pokémon that can Self Destruct. Wait until you think the other guy can only take one more hit to use this attack. If you time the explosion wrong, the results can be disastrous!



ORDER OF YOUR ATTACKS

If you want to use a Ice Beam attack, don't use the Electromagnetic Wave or Poison attacks beforehand. Pokémon aren't susceptible to this sequence of attacks, so you'll only be wasting valuable energy

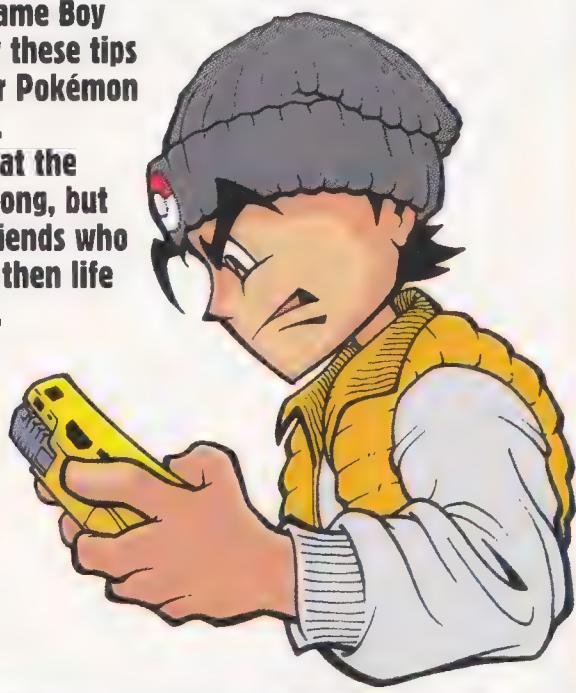




Raising Strong Pokémons on the Game Boy

Have you ever asked yourself how those trainers in *Stadium* get their Pokémons so strong? The answer's quite simple: it's all in their upbringing. While you're playing the Game Boy games, follow these tips and raise your Pokémons the right way.

Remember that the road may be long, but if you have friends who can help you, then life will be easier.



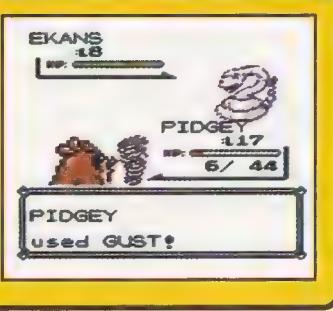
EVOLVE LOTS OF POKÉMON

Each Pokémon has a unique personality, even at the same levels. First off, you must collect as many of them as you can by playing through both *Red* and *Blue*. After you've done that, then you can choose the strongest Pokémon to bring to *Stadium*. If you train them hard, they'll reward you by fighting hard in *Stadium*.

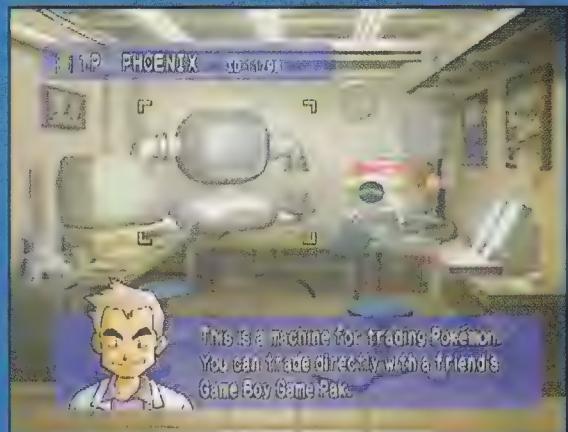


GET AS MUCH BATTLE EXPERIENCE AS YOU CAN

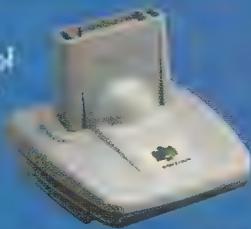
Pokémons will not get stronger unless you place them in battle situations. To prepare your fighters, you should first take on the low-level wild Pokémons. If you want to build up a particular ability, repeatedly fighting the same Pokémons will help.



TRANSFER MACHINE



This machine takes advantage of the Transfer Pak that comes with your copy of *Pokémon Stadium*. Here you can trade your Pokémons with friends.



Use the newest piece of Nintendo technology, the Transfer Machine, to make all trades.



The final trade selections have been made, a lower-level Monkey for a stronger one.



Watch as your old Pokémons is traded for a new pocket monster.



MAC'S QUICK TIP

Remember, a well rounded Pokémon with a varied array of attacks has in better chance of being victorious in battle. For instance, have your Flying type Pokémons learn Earth attacks so they can make effective strikes against Electric Pokémons.



Kid's Club Mini-Games

Ekans Hoop Curl



Instead of playing this game at a carnival with wooden rings and Coke bottles, you play with

Ekans and Diglett. Score points by wrapping Ekans around Diglett. The winner is the player that throws the most "ringers". To throw Ekan, aim with the control stick. When you see a Diglett pop up, flick the control stick to launch your Ekan.

TOP SECRETS



Hey, Pokémaniac! I've gone undercover to find three secrets that every Pokémon Master needs to know to get the most out of Pokémon Stadium.

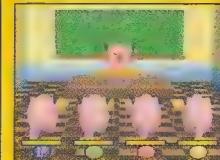
1. Have you heard of Annakka Psyduck? To capture this special version of Psyduck, you have to get all 151 Pokémons into the Hall of Fame Trophy Room. Once you do, you'll get this elusive Psyduck.



2. To capture that special Surfing Pikachu, play through the second round of the Prime Cup using one of your Pikachu's from the Transfer Pak. The transformed Pikachu must be one of the three Pokémons that you have in play and you must make it through the round using none of your continue.

3. Want to be the first one in your neighborhood to get a set of secret bonus stickers? Well, all you have to do is defeat the dreaded Mewtwo in round two of the Prime Cup. After beating Mewtwo, go to the gallery and press the **L** and **R** buttons. Then move the cursor to print. You'll see that you've accessed the "Bonus Sticker" which include two title screen backgrounds.

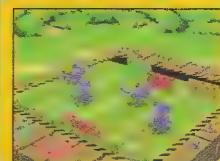
Clefairy Says



In this game, you memorize a sequence of arrows that appear on the chalkboard.

When the Clefairy teacher tells you, enter the arrow directions on the control pad. If you make a mistake, you're hit on the head with a mallet. Make too many mistakes, and your Clefairy will start to cry!

Run, Rattata, Run



A treadmill obstacle course for rats is the best way to describe this mini-game! Timing your jumps is important to win the game.

Thundering Dynamo



Give Pikachu and Voltorb a taste of their own medicine in this electrifyingly funny game! Press the **A** button when the light turns blue and the **B** button when it's green. Rhythm is important for this mini-game and all others! The light will flash faster and faster. Press the button at the wrong time and a high-voltage electric shock will be delivered!

Magikarp Splash



The object of the game is to have your Magikarp splash high and hit a counter to score points. Press the button to jump, and if you want to jump even quicker, wait until your Magikarp hits the ground before pressing the **A** button again.

Snore War



To be victorious in this game you have to put the other Drowzees to sleep by pressing the **A** button

when the pendulum reaches the middle of its swing. The speed at which the pendulum swings will increase as the game progresses, so be prepared!

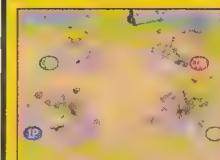
Sushi-Go-Round



Lickitungs battle it out in an all-you-can-eat sushi restaurant. To win, your Lickitung must eat

combinations of sushi using only its large pink tongue.

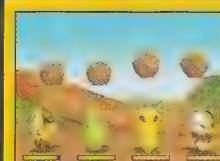
Dig, Dig, Dig



The object of this game is to see which Sandshrew can dig the biggest hole and reach water the

fastest. To make your Sandshrew dig quickly, tap the **L** and **R** buttons back and forth. Pressing both buttons together will cause your Sandshrew to quit digging, so be careful!

Rock Harden



As the immobile Kakuna or Metapod, you must avoid being squashed by boulders in this game!

Press the **A** button to Harden as the flying boulders approach. If you Harden in time, the boulders will explode. If you don't, you'll be flattened like a pancake!

FIGHT NIGHT!

FACING OFF AGAINST MAGNETITE!



LADIES
AND GENTLEMEN!
POKEMANIACS OF ALL AGES!
WELCOME TO FIGHT NIGHT! IN THIS
CORNER, WEIGHING IN AT 13 POUNDS,
FROM THE FORESTS OF PALLET
TOWN, PIKACHU!!

PIKACHU STARTS OFF
WITH A FAVORITE, THE
THUNDER SHOCK!

MAGNETITE IS
CHARGED UP AND
READY FOR BATTLE!

MAGNETITE DECIDES TO
STRIKE BACK USING SWIFT.

PIKACHU IS SLIGHTLY
DAZED, BUT APPEARS
TO BE OK.

SANDSHREW SENDS AN EARTHQUAKE
ATTACK TOWARDS MAGNETITE! THIS
COULD BE THE END OF MAGNETITE!

ENTERING THE RING NOW,
IT'S PIKACHU'S TAG-TEAM
PARTNER, SANDSHREW.

WAIT A MINUTE,
WHAT'S THIS?
PIKACHU HAS DECIDED
TO RETREAT!

WOW!
THIS INCREDIBLE BAT-
TLE IS ONLY THE TIP OF THE
ICEBERG. THIS GAME IS AMAZING!
POKÉMON STADIUM BRINGS THE
EXCITEMENT OF A REAL POKÉMON
TOURNAMENT RIGHT INTO YOUR
LIVING ROOM, ALL IN STUNNING
3D. STADIUM CAPTURES THE
SIGHTS, SOUNDS, AND
EXCITEMENT OF THE
TV SHOW. THIS

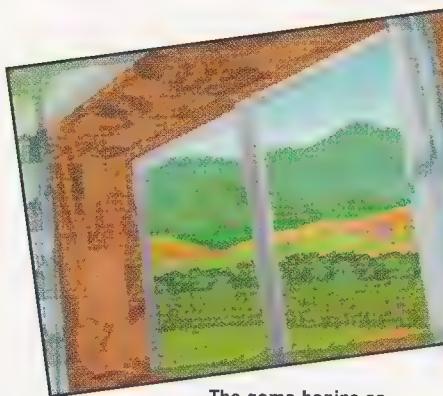
IS THE
POKÉMON
BATTLES
DREAM
GAME

OH, THIS IS
BRUTAL!

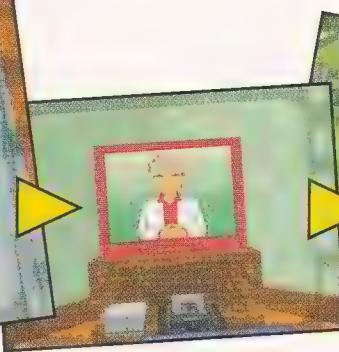
Pikachu, How Are You?

A Pocket Monster of Your Very Own

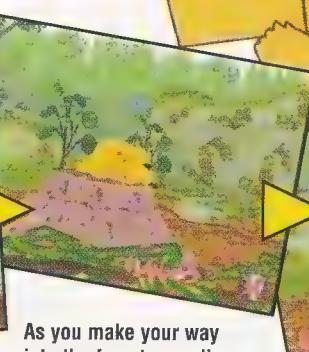
Have you ever wondered what it would be like to talk to Pikachu and see how the little fellow's feeling? You can be just like Ash and play with a Pikachu of your very own. With *Pikachu VRS*, you can now bring everyone's favorite Pokémon into your home.



The game begins as you wake up, stretch, and look out your window. Soon you'll make a new friend — Pikachu!



Professor Oak greets you from the television. Your adventure is about to begin!



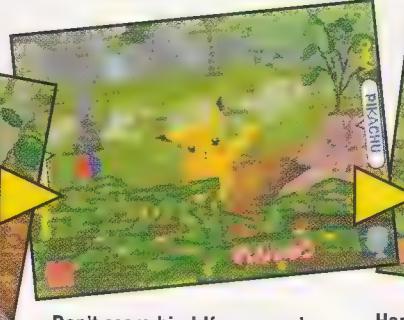
As you make your way into the forest, you discover a wild Pikachu fast asleep on a tree trunk!



To rouse Pikachu from his slumber, speak into the VRS microphone.



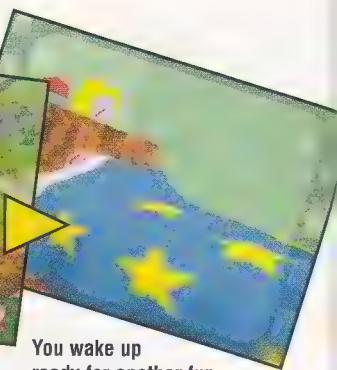
A bit groggy, Pikachu wakes up, startled by your unfamiliar voice.



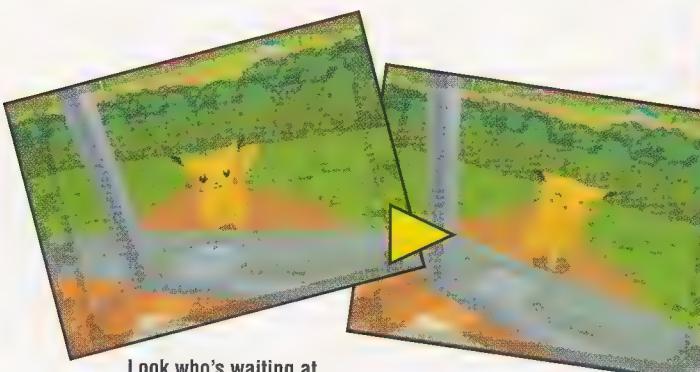
Don't scare him! If you speak nicely to Pikachu, the little fellow will slowly inch closer to you.



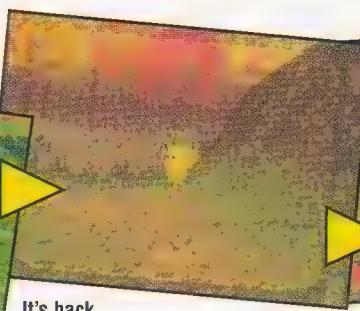
Happy to have a new friend, Pikachu wants to play ball. But it's late and it's time for you to go home.



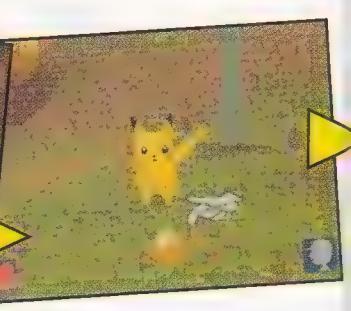
You wake up ready for another fun-filled day of adventure.



Look who's waiting at the door! It's your new pal Pikachu, ready for you to come out and play.



It's back to the forest, where your lil' yellow buddy will introduce you to other Pokémon.



Pikachu has to fix lunch for his two friends, Bulbasaur and Charmander, and you'll have to help! Help him find the ingredients so he can serve his guests lunch!

Pikachu is really excited to see you. The plucky Pokémon starts to dance.



Pikachu VRS
Interactive Adventure Available Holiday 2000

Speak to Me!

Pikachu VRS introduces a new gadget for the N64. The Voice Recognition System lets you talk to Pikachu! The microphone connects to your N64 through the controller port and relays what you say to the 3D Pikachu living inside the game. To activate the voice recognition system, simply press and hold the **Z** on the control pad. In the lower, right-hand corner you'll see an icon of a person speaking. If the icon's active, then Pikachu's heard you. Now, all you have to do is hope that he's in a good mood!



This icon appears when you can talk to Pikachu. He understands many simple words and phrases, so enjoy a long chat with the critter.



This icon appears as you're actually talking to Pikachu. If Pikachu's in a bad mood, he may not listen to you.



There are certain times when you can't talk to Pikachu. He may be doing something else, or upset with you.



Lunch is served! Pikachu just caught a huge Magikarp.



Help Pikachu locate the food and he'll collect it.

Pikachu serves up lunch once all of the ingredients have been found. Mmm, Squirtle and Magikarp stew!

Pikachu Genki Wha?



What it looks to the U.S., the box and package should look similar to this. Even a microphone holder is included.

Pikachu VRS was originally introduced in Japan as Pikachu Genki Dachou. Depending on how it's said, "Pikachu Genki Dachou" can either mean "Pikachu, how are you?" or "Pikachu is doing fine." Over the course of the game, you'll have to befriend and take care of Pikachu. Your interactions with the star Pokémon — what you do, where you go, and even what you say — will affect how Pikachu feels about you. That's right, Pikachu will actually listen to what you say! Nintendo is including a headset with an attached microphone that plugs into your N64 just like a regular controller. The game's voice recognition system will allow Pikachu to listen and react to whatever is said. Depending on what you say, Pikachu will respond with a variety of facial expressions as well as little thought bubbles.

Like any wild animal, Pikachu won't be comfortable with your presence. You'll have to first win his trust before Pikachu becomes your friend. For example, Pikachu will sit under a tree waiting for an apple that he can't reach. If you go over and shake the tree, the apple will fall down and Pikachu will be happy. This is the start of a beautiful friendship. As with most pets, Pikachu will have to be constantly fed and entertained. Fortunately, there will be plenty of items to find and mini-games to play as you wander all around the forest, so it's not just a standard virtual pet game.

The Mini-Games

You'll find several fun and challenging mini-games throughout *Pikachu VRS*. Each one tests your ability to communicate effectively with Pikachu.



Look everyone, it's Squirtle! That curious turtle sure gets around!

A Day at the Beach

In this game, Pikachu must smash a watermelon that's in front of him with a stick. Sound easy? Well, for Pikachu it isn't. With a baseball cap pulled over his eyes, he can't find the watermelon on his own. Guide him towards the melon and let the whacking begin!



With his eyes covered, the poor little thing can't see squat.



He's getting warmer... Tell Pikachu where to go and when to swing the stick.

The Toolbox

You'll need to carry around a few things as you run around with Pikachu. The Toolbox is just the thing for that. With it, you can store important items such as a Pokédex and fishing lines.



Pikachu keeps you the toolbox.



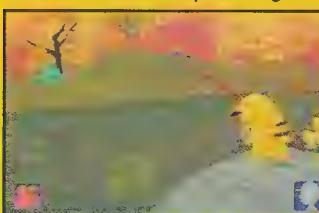
It can be easily accessed at any time during the game.



Splat! With your help, Pikachu cracks open the watermelon. Mmm, tasty melon.

Hooked on Fishing

Ahhh, there's nothing more relaxing than a day of fishing, that is, unless you're doing it with Pikachu. This pint-sized powerhouse will need some help reeling in that prize Magikarp.



Down by the pond, Pikachu casts his line into the water.



Oh my! A Magikarp has taken the bait. Tell Pikachu to reel it in.



At first, he struggles with the mighty Magikarp. Hold on, buddy!



Finally, Pikachu reels in the catch of the day. He thanks you for helping.

Pikachu's Babysitting Adventure

A mother Butterfree needs you to help Pikachu babysit her adorable little Caterpie. When they turn red, they have to be fed. The leaves at the top of certain

trees are their only food. Guide Pikachu to the trees and ask him to Thunder Shock the foliage to the ground. Fried leaves, what a tasty meal!



These adorable little Caterpie need a babysitter, and Pikachu is on the job.



You can tell when the Caterpie are hungry because they change color.



When this happens you must guide Pikachu to the nearest food source — the trees!



The Caterpie only eat the leaves at the very top of the tree. To get them to fall to the ground, tell Pikachu to Thunder Shock the tree.



With your help, Pikachu can now feed the Caterpie. Be careful not to shock the baby Caterpie!

Pikachus Have Feeling Too!

Just because Pikachu is a wild animal doesn't mean you can call him anything you want. Calling Pika "stupid" will get the little fellow mad, causing him to run away and hide from you. Pikachu won't respond to your commands and will need some time to cool down. This is just one of the many emotions Pikachu will display.



If you leave Pikachu alone for too long...



He'll show his displeasure by...



Thunder Shocking anything he can find. Also, if you call him an "idiot," look out!

Friends Forever

Pikachu VRS is the next best thing to capturing and training Pokémons. Having Pikachu as a friend is great. You can play with the little fellow any time you want. I can't wait for this game to hit the States.

DEAL ME IN!

Become a Card-Carrying Member of the Pokémon Phenomenon

Charmander 80 HP

Pokémon
Collectibles

Item 810-085

PSA-10
Charizard
Special

Charmander PSA-8
Charmeleon PSA-9
Charizard PSA-10

On Sale

\$350.85

S&H \$7.95

FLEXPAY 3 x \$116.95

Basic Pokémon

EDITIO
1

Lizard Pokémon. Length: 2' 0", Weight: 19

Scratch

Ember Discard 1 Energy card attached to Charmander in order to use this attack.

weakness

resistance



Obviously prefers hot places. If it gets caught, steam is said to spout from the tip of its tail.

Illus. Mitsuhiro Arita

© 1995, 96, 98, 99 Nintendo, Creatures, GAMEFREAK

1-800-55



Evolves from Charmeleon Put Charizard

Charizard



EDITION 1

Flame Pokémon. Length: 5' 7", Weight: 2000 lbs. **Pokémon Power: Energy Burn** As often as you can, like during your turn (before your attack), you may burn all Energy attached to Charizard into Energy. You can't use Charizard's special attack or move until the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.



Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack.

weakness resistance



-30

Spits fire that is hot enough to melt boulders and unintentionally cause forest fires. LV. 76 #6

Illus. Mitsuhiro Arita

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Pokémon started simply as a Japanese Game Boy game and has taken the world by storm. In just a few years, Pokémania spread like wildfire, spawning comics, toys, TV shows, and a major motion picture, but the card game started it all. Now, the card game comes to the Game Boy as *Pokémon Trading Card*.

Pokémon cards are everywhere. From the mall to the schoolyard, the card craze continues, and Pokémaniacs have learned to negotiate trades with the ruthlessness of a used car salesman.

The game was a success long before the first deck hit the U.S. shelves, and now everyone wants to "collect 'em all!" But they're more than just collectibles, you can play a really cool game with them too. And just like Ash, battle your friends or other wannabe Trainers with a bunch of your own Pokémons. Plus, new expansion packs continue to add variety to the game and excite players who thought they played 'em all.

So grab a starter set or your existing deck and let's get down to business!



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POKÉMON TRADING CARD

Electronic Card Game

Available April 2000

How to Play

A Beginner's Guide to Pokémon Card

1. Getting Started

Both players start the game with a hand of seven cards and six "Prizes." Your Prizes are the face-down cards drawn from your deck. Every time your opponent's Pokémon is knocked out, you get to take one of your Prizes into your hand. When you take the last Prize you win the match.



3. Attack!

At the end of your turn, you attack with your Active Pokémon, using the attack of your choice (as long as you have the needed number of Energy cards). Damage for each attack is listed on the card. A Pokémon with a Weakness will incur double damage if attacked by a Pokémon of that type. If it has Resistance against the attacker's type, then subtract 30 points from the damage.

2. Beginning Play

Begin your turn by drawing a card. On your turn, you may do the following things:

PLAY POKÉMON: You can have up to six Pokémon in play at a time. One of these is your "Active" Pokémon. The rest are on your "Bench," or in Poké Balls, just like in the Game Boy games. Battle only takes place between Active Pokémon. Pokémon on the Bench are charging up their attacks. Once charged, they're ready to replace a knocked-out Active Pokémon or to switch places with an injured one (again just like the Game Boy games).

EVOLVE POKÉMON: You can Evolve a Pokémon in play if you have its next evolution in your hand. Each turn, you can evolve as many Pokémon as you like. However, you can't Evolve Pokémon on the same turn that you put them into play.

PLAY AN ENERGY CARD: You can place one Energy card on any one of your Pokémon. Pokémon need Energy to use their attacks.

RETREAT: You can move your Active Pokémon to the Bench and activate a Benched Pokémon. However, you will be penalized the Retreat Cost of the Active Pokémon, which is printed on the card in the lower, right-hand corner. When your Pokémon gets hurt, it's good strategy to pull him back out of harm's way.

4. Finishing the Game

Keep track of how much damage each Pokémon has taken. When a Pokémon takes damage equal to his Hit Points he is Knocked Out. When an opponent's Pokémon is Knocked Out you get to take one of your Prizes. When you take your last Prize, you win!

That's all you need to know to get started. There are other rules that cover special cases like Paralysis, Poison, and Confusion, but you can pick that stuff up flipping through the rules while playing your first few games. PCCG isn't as complicated as

lots of other card games you may have tried, but don't let the simple rules fool you. There's a lot to learn. The best players spend a lot of time looking for new ways to get the most out of their decks. You need more than good cards to win a match — you need skillz!



THE CARDS: A Closer Look

You have a deck of 60 cards to play with. Your opponent has his own deck, with an equal amount of cards. If you don't have any cards yet, you have two options: buy preconstructed decks or collect cards and use them

to build decks of your own. Many players use preconstructed decks to learn the game and then move on to deck building once they know the basics. There are three types of cards: Pokémon, Trainer, and Energy.

POKÉMON CARDS

This card represents the Pokémons you'll be sending into battle.



TRAINER CARDS

These cards have a wide variety of effects and are used to give you the upper hand during gameplay.



ENERGY CARDS

There are six kinds of Energy in the game (Grass, Fire, Water, Lightning, Psychic, and Fighting). Your Pokémons must be powered up with Energy of specific kinds before they can use an attack. Most decks only have one or two kinds of Energy in them.



Pokémon Players

Which kind are you?

WHEN YOU'VE PLAYED THE POKÉMON CARD GAME AS MUCH AS I HAVE, YOU'LL START TO NOTICE MOST PLAYERS FIT INTO ONE OF FIVE CATEGORIES.



The Collector: This guy is an obsessive collector of rare cards and is more interested in trading than playing. The only reason they play at all is to get a better idea of the usefulness and value of the cards in the game. They really care about the difference between First and Unlimited Edition cards. They buy those little sleeves that protect the cards. They have a great collection, but keeps the best stuff in a special album. When you're playing, be careful how you handle your cards. If they see you mishandling a rare card they might freak out!



The Gamer: Pokémon is the new game on the block. This gamer's been playing CCGs (Collectible Card Games) since the first edition of *Magic: the Gathering* and has seen it all. The gamer talks a lot about deck building strategies and uses terminology from other games like "Manna" and "Top." This card player's a tough opponent who's only out to win. Fear this opponent!



The Hoarder: Most people can't afford to buy enough cards to have four of each rare card. This player can. They have so many cards, they can leave most of them at home and still build any deck they want. They can put four Double Colorless Energy cards into a deck and still have an extra Charizard. Fortunately, this gamer isn't as good as they think they are. This player hasn't had to learn how to work with a limited pool of cards. The hoarder's strategies often revolve around the use of powerful cards that they don't know how to use properly.



The Novice: Now is the time, this player likes Pokémon and is curious about the game or likes card games and is curious about Pokémon. This gamer usually has a preconstructed deck with some extra cards that may be a mystery to them. This guy's still learning and easy to beat. If you're an experienced player and you run into a newbie, resist the urge to trounce them. Take the time to help them learn the game and they'll become a formidable and fun opponent.



The Pakémonian: They love Pokémon. They play the video games and know more about Pokémon than you thought there was to know. Card games are only a sideline for them. Their knowledge of Pokétrivia may help, but they'll sometimes be misled when the abilities on the cards don't quite match what they know about the Pokémons they represent. Be warned! If this happens, they may complain that the cards are "wrong."



Game Terms

It's a Whole New Language

ATTACK: This shows what attacks each Pokémon has and what's needed to put them into effect (how much energy the attack takes, etc.).

BATTLE POKÉMON: The battle Pokémon is the Pokémon that you've designated to fight in a battle. Your other Pokémon — the ones not in this particular fight — are left on the bench, like in a basketball game.

BATTLE POSITION: This is where you place the Pokémon you've selected to do battle. The rest of your deck is left on the bench.

BENCH: This is where you put Pokémon that are waiting to be placed in the battle position. Up to five Pokémon can be put on the bench.

DAMAGE COUNTER: Each dot in the damage counter represents 10 points. As you take damage, the damage counter falls. When it's at zero, your Pokémon faints and is beaten.

ENERGY CARD: When you fight, run away, or use any attack, you need energy cards. There are seven types, each corresponding with the Pokémon types. You can only use one each turn.

- Grass
- Fire
- Water
- Electric
- Fighting
- Psychic
- Colorless

EVOLUTION CARD: Each Pokémon can evolve. When they do, they physically change into stronger forms. This card allows you to evolve Pokémon.

THE PACK: As you run around, you take more cards from the remaining deck or pack.

RESISTANCE POWER/ABILITY: Just as some Pokémon are weak against

certain types, others have resistance against certain types. A Pokémon with lots of resistance will absorb much of the damage of an attack, reducing an attack by 30 points.

RETREAT: If you need to retreat from a battle, you have to have the appropriate number of energy cards for that Pokémon. The retreat card tells you how many you need.

SIDE CARD: This card keeps track of how many Pokémon have been knocked out of battle (i.e., how many victories you've racked up).

SPECIAL ABILITY: This is not a normal attack. Some Pokémon have special abilities that you can use even if the Pokémon is benched, or when you don't have any energy cards. This ability allows you to use the rest of your deck to support all the other Pokémon.

TRAINER CARD: This is a support card and doesn't inflict damage. However, it can give you various advantages in a battle. You can use all of your trainer cards each turn.

TRASH: This is where used cards go. You can see the contents of your opponent's trash by using the 'check' command. If you have a trainer card, you can reuse cards that have been placed in the trash.

WEAK POINT: Selecting the right Pokémon to put into battle usually determines the outcome of most Pokémon battles. 'Weak point' refers to the fact that some types of Pokémon are stronger or more vulnerable against other types. For example, a Water-type Pokémon is more likely to take a lot of damage when it faces an Electric-type opponent.

YOUR HAND: On the Game Boy, this display shows you what cards you hold in your hand. You start with seven cards.

BALANCING CARDS IN THE DECK

Pre-evolved Pokémon, Energy, and Trainer cards form the basis of a deck. Their ratio should be 25/25/10 for a total of 60 cards in your deck. That is, you should hold 25 Pokémon cards, 25 Energy cards, and 10 Trainer cards for a well-balanced deck. If this varies either way by more than five cards, you risk imbalances later in your game.

"Here it is! The rookie Charizard! I can't even begin to tell you what this card will be worth in five years!"

It's best to have a deck that consists of two or three types of Pokémon only — two types plus a colorless is optimal. Fewer types and you'll find you don't have the right Pokémon to pit against a certain enemy. If you have too many different kinds, it's hard to get enough energy cards for your collection.

The golden rule is that pre-evolved, standard Pokémon should form the foundation of your deck.

DIFFERENT DECKS FOR DIFFERENT STYLES

How you build your deck depends on what kind of game you want to play. Some want to go for an all-out attack from the start, others prefer to let their Pokémon evolve, so they can bring more power to the battle later on.

"A signed Neo card — this is unbelievable! A great investment for any card collector!"

Here's a couple of different playing styles that you might face or want to adopt.

DEFENSIVE STYLE

I want to build a team of strong Pokémon! If you do, you'll need lots of basic and evolving Pokémon!

OFFENSIVE STYLE

I want to launch speedy attacks from the beginning! Choose Pokémon with small energy requirements, so you won't have to worry about having too many energy cards in your deck.



DECK BUILDING

Don't Live in a House of Cards

Playing with the pre-built decks can be a lot of fun, but if you want to win, you have to learn how to build decks that work like finely tuned machines. The secret to playing a winning game of Pokémon card on your Game Boy, or any Pokémon card game, is to build a strong, balanced deck. There are probably as many ways to do this as there are players of the game, but my pointers will help you get started.



DECK COMPOSITION

Play a balanced deck. Period. Each deck has 60 cards. Of those 60, you have Pokémon, Energy, and Trainer cards. To be balanced, there must be some of each kind.

Energy cards: These are needed when your Pokémon launch attacks. You'll need about 25 of them.

Pokémon cards: Without Pokémon, there's no game! Again, 25 of them are recommended, which includes basic and evolved Pokémon.

• Basic Pokémon: These form the backbone of your deck. You should have about 15 or 20 of these cards.

• Evolved Pokémon: How many you have will vary, of course, but aim for around ten. It's also important to have some kind of balance between Pokémon that have evolved once and those that have evolved twice. A ratio of 3:2 is good.

Trainer cards: About ten of these are recommended, but you can have more if you wish.



PICKING YOUR POKÉMON

COLORLESS POKÉMON: These pocket monsters can use energy cards of any kind, so make sure you always have a few of these in your deck.

STRENGTH: Don't choose only the strong Pokémon for your deck. Strong Pokémon need lots of energy to pull off their attacks. You may be left without being able to fight back if you don't have some of the weaker guys in your team.

EVOLUTION: Include a few evolution cards in your pack. That way, weaker monsters can become stronger towards the end of the game when you choose to evolve them.

HIT POINTS: You can rest some of your weaker Pokémon by putting Pokémon with higher HP into battle. Put a few of the big guys in your line-up and feed energy

to your benched Pokémon while the tough guys take the hits.

ATTACK STRENGTH: Similarly, feed energy off to your benched big hitters when you're fighting with a Pokémon with a high HP rating. They need a lot of energy for their super-strength attacks.



Choose wisely. Having cards of many different types will be the key to victory.

ENERGY

One of the first decisions you have to make when you're building a deck of your own is which kinds of Energy you'll use.

The colors you use will be decided by which Pokémon you want.

The simplest decks use one color. Single-color decks are very reliable since

you can never draw the wrong Energy for the Pokémon you have in play. Unfortunately, you're stuck with Pokémon of that color, which will give you a limited range of Abilities, Weaknesses, and Resistances.

Most decks use two colors. It's possible

to use three or more colors, but it is usually more trouble than it's worth. If your multicolor strategy doesn't pay off, you can end up with a bunch of cards you can't use. For the most part, new players should use one-color decks and experienced players should use two.

Which Energy cards you decide to carry in your deck will also depend on the type of Pokémon you want to play with.



BATTLE ENERGY CARDS:

Fighting Pokémon need lots of energy for attacks, so you need a plentiful supply of this card in your deck.



FIRE ENERGY CARDS:

Lots of Fire Pokémon use colorless energy cards. When you make a deck with more than two colors, you should include plenty of fire cards.



GRASS ENERGY CARDS:

Some Pokémon need lots of grass energy to attack, some need two grass energy cards, but many use only a small amount of energy or can use cards of any type. How many of these cards you have depends on the Pokémon in your deck.



WATER ENERGY CARDS:

You should keep plenty of water energy cards in your deck because Water Pokémon tend to need a lot of energy to attack.



PSYCHIC ENERGY CARDS:

Lots of Psychic Pokémon need only one energy card to make some kind of attack, so it's not as important to have many of these.



ELECTRIC ENERGY CARDS:

For a really powerful lightning attack, you need a good deal of energy. You should keep plenty of these cards in your deck if you're using lots of Electric Pokémon.



Pokémon Trading Card

Nintendo brings the excitement of Wizards of the Coast's
Pokémon Collectible Card Game to the Game Boy

Pokémon Trading Card is an adventure where you're a boy who dreams of collecting all 228 Pokémons. However, since you've been obsessed with collecting the cards, you haven't developed your fighting skills. Then, one day, you hear there are legendary cards to be found among the 228 cards. In order to get them, you need to fight the Grand Masters. Determined to collect

'em all, you resolve to become a card master and battle the Grand Masters for the legendary cards. During your adventure, you'll face your rival from time to time. He's looking for the legendary Pokémons, too. The race is on and you must sharpen your fighting skills and defeat the Grand Masters to complete your collection!

THE GOOD DOCTOR

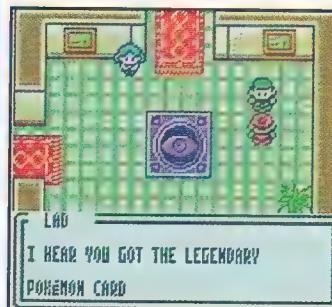
 You start the game with really big dreams. You're only a beginner, though, so you'll need to get some good advice from the doctor. Even if you're not a total novice, Dr. Mason can provide helpful hints for battle. Head over to his house to choose your first basic deck. Which clubs you go to first depend on which of the three available starter decks you select. Then, you'll receive a precious 'expansion pack' after your first victory during training at the doctor's place. It only has energy cards in it.

From time to time, the doctor helps you out, giving you advice or sending you a message with some pointers. His lab also has a recording machine where you can save up to 60 decks. Once you've beaten a Master and secured a medal, you can insert cards into the auto-deck machine at random and it will remake them into a cool 'Club Master' deck for you.

Each of the Club Master's clubs is named after the dominant Pokémon type in their decks. For instance, the Fire Club's master, Ken, uses a deck that mostly has Fire-type Pokémons in it, so you'll know which cards to use against them. Also, once you've challenged a Club Master, the doctor will send you an email giving you useful strategy tips to use in the upcoming battle.

Once you've accumulated medals from each of the eight Club Masters, you'll be granted access to the inner sanctum of the Pokémon Dome. The four Grand Masters await you here. Beat them and you'll be given the Densetsu, or Legendary card.

MAP SECRETS



Word travels fast once you get your hands on the coveted Legendary Pokémon Card.

You can move between the 12 locations on the map at will. However, in the beginning, although you'll be able to enter the Pokémon Dome or Challenge Hall, nothing will happen. First, you need to tour the Clubs and try your luck in battle.

At the doctor's research facility, you'll find the Deck Registration Machine, where you can record the makeup of your decks. Each time you make a new deck, you should save it to this machine. You can fight the two trainers at the lab. If you beat one or the other, they'll give you the special Pokémon Coliseum energy card.

Get your cool "Club Master" deck with this ingenious machine.



Trading Card World Map

Get to know where and who you'll be battling in *Pokémon Trading Card's* world.





SCREEN DISPLAY

You'll see five different displays during the game.



1. MAIN SCREEN

Here you'll see your character as he wanders around meeting folk and challenging them to battle. You'll journey to each club on the island map (see map boxout) and fight the master of each club.



2. 'YOUR HAND' SCREEN

Here, the display shows what cards you're holding. It's also a kind of setup screen, where you select which cards you'll be using in the game.



3. 'ALL SCREEN'

Here, you see both you and your opponent's battle setup. Moving the cursor over an item allows you to see relevant information.



4. 'YOUR SIDE'

Displays only your Pokémons, card information, what's in your hand, and what's been discarded.



5. 'OPPONENT SIDE'

Shows the same information as in '4,' but for your opponent.

CHALLENGE HALL



At the outset, there are no events being held at the Challenge Hall. As you progress through the game, though, the different clubs congregate here to do battle for the Challenge Cups.

When you win, you'll get good prizes. You'll fight three trainers during a cup match, one after another. Between each of the three confrontations, you have the opportunity to change your deck and save the game — so if you lose the second round, just load the game up again! Beat the third, and you win a promotion card. The kind of promotion card you win depends on the time you enter the contest, so it's a good idea to come back to the Challenge Hall frequently, at different times, to see what you can get.

CARD EXPLANATION SCREEN

There are four different screens associated with each Pokémon Card.

1. MAIN SCREEN

This screen shows all the information on your selected Pokémon. It includes:



2. SPECIAL ABILITY SCREEN

Explains any special powers your Pokémon possesses and tells you what conditions you must have before you can use that special power.

3. TECHNIQUE SCREEN

Tells you how much energy you need to attack along with how much damage they inflict on your enemy. Also displays any other effects of your Pokémon's actions.

4. POKÉMON EXPLANATION SCREEN

Displays the selected Pokémon's characteristics, weight, height, other physical attributes, and any other interesting or useful information.

COLLECTING THE MASTER MEDALS

The goal of *Pokémon Trading Card* is to beat those Grand Masters and collect the four elusive Legendary Pokémon cards. To even reach the Grand Masters, you need to collect the eight Master Medals by fight-

ing each of the Club Masters. And before you fight the Club Masters, you have to fight the members of each of those clubs! It's hard work, but those medals are worth it! Each club member has different character-

istics. So, Electric Club members use mostly, but not exclusively, Electric-type Pokémons, like Pikachu. Once you've collected the eight Master medals, you can fight the four Grand Masters.

FIGHTING AGAINST THE CLUBS

Each of the clubs use different decks and these decks consist primarily of one Pokémon type. It's pretty easy to anticipate the type and number of cards you'll need to battle them successfully. Here are some pointers.



Grass Club

Your chances are much improved if you fight with a deck consisting mostly of Fire Pokémons, since the Grass type are vulnerable against your attacks. Colorless Pokémons are good too, since they need very little energy to launch attacks. You don't need any Psychic Pokémons here.



Psychic Club

It takes a thief to catch a thief. The Psychic Pokémons are best fighting against their own kind, which naturally leads to problems. You'll be up against guys that know your own weaknesses. It might be worthwhile to go for something completely different by fielding Electric, Colorless, or Fire types.



Fire Club

Use mostly Water Pokémons to increase the odds against these guys and be sure to stock up on recovery potions. Be careful of some of the evolved Fire-type Pokémons, though. For example, Lizardon can be very dangerous and cause a surprise defeat even if you're comfortably ahead.



Science Club

This club uses mostly Poison-type Pokémons, so use Psychic Pokémons against them and look to exploit their weak points. Done effectively, you'll score some very easy victories here.



Water Club

A deck of mostly Electric-type Pokémons will be effective against the water boys. Make sure you have a few monsters with very powerful attacks — and that you know when to retreat!



Fighting Club

You'll face Fighting Pokémons here, so use the Psychic Pokémons and any of your guys who have high-level HP. Don't bother with Grass Pokémons.



Lightning Club

The Fighting Pokémons are the ones you need when you find yourself in the Electric Club. Use Fighters with good physical strength but be careful of the Electric-type Pokémons with their suicidal explosion ability ... obviously!



Rock Club

Use Grass Pokémons to give the Stone guys a fright. You need to launch quick-fire attacks, and use the special attacks, like poisoning, often.



BEATING THE GAME



We're gonna keep most of the game a secret. Suffice it to say that the adventure isn't over once you've collected the four legendary Pokémon cards. The fun doesn't stop there. You can continue to fight each trainer until you've collected all 226 Pokémon cards.

Once you've beaten the main game, you'll be able to use legendary auto-deck machine. This incredible device will automatically build a

Grand Master deck for you! You'll find the thing secreted away in the inner sanctum of the Pokémon Dome.

There are two extremely rare cards that you won't be able to get just by playing the game. Although there's a total of 228 cards, only 226 of them are available during a regular game. The missing two are special phantom cards ... catch 'em if you can!

EXPLOITING YOUR ENEMY'S WEAKNESSES

Sometimes you'll know the kind of Pokémon that your opponent will be fielding. This is especially true when you face the Club Masters. The Fire Club, for example, mostly fields Fire-type Pokémon, so you should make sure you include Water Pokémon on your team. But don't forget to keep the deck balanced with energy and

trainer cards, too. Similarly, the Grass Club will use lots of Grass types, but since they are aware of their weaknesses, they'll have Water guys on their bench. You should anticipate this kind of thing and plan against them.

MAC'S MUST-HAVE TRAINER CARDS

These trainer cards should be part of any superstar trainer's pack!

Recovery potions

Trainer Bill:

Allows you to pick up two extra cards.

Plus Power:

Adds 10 points of damage to an attack.

Energy Withdrawal:

Allows you to draw an extra energy card from the trash pile.

Swap:

Lets you swap Pokémon between the bench and the battle position. You need energy to run away, so if you don't have enough, use this card instead.

Computer Search:

Puts two of your cards in the trash, then allows you to draw one new card of your choice.

Beating the Club Masters may get frustrating, but don't get too discouraged. Practice and training will lead to victory.



LINKING UP TO OTHER OPPONENTS



Using the link cable or infrared port, you can play *Pokémon Trading Card* against a friend — anywhere you like! The advantage of using the Game Boy version over regular cards is that you can win rare cards from your electronic foes instead of having to find lots of people to fight! Just fight a Club or Grand Master for your shot at the good stuff. Then, use them against your pals in head-to-head games!

In the *Pokémon Trading Card* world, you'll find a gift center next to the battle center. Here, using the link cable or IR port, you can swap registered decks with your friends. You can only send the decks you've registered using the deck-saving machine. Also, if you don't want to swap, you can use the software to make entirely new, original cards! You won't know which cards you'll end up with until they're made, but hey, they're unique! Remember, you can only make two cards in this way.



MAC'S QUICK TIP

There are two roaming trainers, who will occasionally appear and challenge you to a fight. If you beat the first, he'll surrender a special, rare, promotion card to you. The other looks a bit foolish, like a court jester or something. If you beat him, he'll give you a universal expansion pack.

Expansion Packs

Double Your Pleasure, Double Your Fun

The Basic Set was great, but the Expansion Sets made them even more fun. Jungle was the first Expansion Set and it was an instant hit. It was quickly followed by Fossil, another success for the Wizards of the Coast game. Now, we're waiting for the U.S. introduction of the Team Rocket Expansion Set.

The Team Rocket Expansion

Jesse and James are coming to Pokémon Trading Card and it's about time! I love the bumbling villains almost as much as I love Pikachu. The Rockets and their evil schemes are the stars of the third Pokémon Expansion Set. Expect lots of cool cards

like evil versions of familiar Pokémon and Energy cards with special abilities.

The Team Rocket Expansion isn't available in the U.S. yet. This preview is based on translations of the Japanese version of the Team Rocket Expansion. Be warned that



the cards released in the U.S. may have important differences. So far, the Japanese and American cards have been very similar, but there is no way to know for sure what Wizards of the Coast has in store for us until Team Rocket hits the shelves.

Trainer Cards



THE BOSS' METHODS

Find an evil Pokémon Evolution card. Show it to your opponent, put it in your hand, and reshuffle. Works like an Item Finder or Pokéball. A must-have for building an evil Pokémon deck.



CHALLENGE LETTER

Challenge your opponent. If he loses you down, draw two cards. If he accepts, you both get to search your decks for basic Pokémons to fill as many of your empty bench slots as you want. A strange card. Stick to the more predictable Bells and Poké Ballz cards.



GO TO SLEEP!

One of three cards known as "Team Rocket's Secret Misch." Flip a coin. If heads, your opponent's Active Pokémon go to Sleep. Most of us have given up on attacks like Dream Eater that rely on sleeping opponents. Gives Pokémons like Haunter a fighting chance.



TEAM ROCKET'S BIG SISTER JESSIE

If your opponent's been holding cards for a few turns, this card lets you look at their hand. You can then shuffle one of their Trainer cards back into their deck. Very nasty.



IMPOSTER PROFESSOR OAK'S COUNTERATTACK

Discard a card to force your opponent to shuffle his hand into his deck and draw four new cards. Like the "Big Sister" card, this can ruin your opponent's plans, especially if he's holding onto Evolution cards that you want to get rid of.

FREE COPIES TEAM ROCKET!

Both players reveal their prizes. Only useful if you know you're about to take a prize. Even then, this ultra-rare card isn't a big advantage.

ROSES IN THE BATTLEFIELD

The third "Secret Misch." card. Take turns flipping a coin. Whoever gets tails first has to do ten damage to his own Active Pokémon (ignore Weakness and Resistance). A great card that lets the Rockets plan backfire.

Special Energy

So far, we only have the basic Energy cards and Double Colorless Energy. Team Rocket introduces three special kinds of Energy. The addition of Energy cards adds another layer of strategy to the game because you can only put one Energy card into play each turn.

FIX ANYTHING ENERGY

This single Colorless Energy card will cure the Pokémons it is attached to of Confusion, Paralysis, Paralyzation, and Sleep. As long as you use it in a deck that needs Colorless Energy, it's like getting a Full Heal for free!



RAINBOW ENERGY If you love making decks that use lots of different kinds of Energy, this is the card for you! It can be used as any kind of Energy, but it does ten points of damage to the Pokémons you attach it to. The damage isn't affected by Weakness or Resistance and is a small price to pay for the ability to produce Energy you desperately need. If you want to create decks that use more than two kinds of Energy you're going to want four of these cards.

POTION ENERGY Like the "Fix Anything" card, this counts as one Colorless Energy.

Additionally, it removes a damage counter from the Pokémons you attach it to. This is a great way to give Pokémons, which require lots of buildup, a boost when their Hit Points start running low.

Team Rocket Cards I Can't Wait To See

Evil Electrode

Evolution: Stage 1 (from Voltorb)

Rarity: Uncommon

HP: 60

Weakness: Fighting

Resistance: None

Retreat Cost: 1

Attack: Rolling Tackle—10 damage for 1.

Colorless Energy Attack: Energy Bomb—30 damage for 3 Energy (2 Fighting and 1 Colorless). When you use this attack you detach all of Evil Electrode's cards and attach them to Pokémon on your bench. If you don't have any benched Pokémon, you have to discard the Energy instead.

Energy Bomb is the bomb. The possibilities boggle the mind. You could use this ability to charge up Magneton or Zapdos in record time. You could even toss energy back and forth between Evil Electrodes. There wouldn't be much point to it but the idea amuses me for some reason.



Evil Machamp

Evolution: Stage 2 (from Evil Machoke)

Rarity: Rare

HP: 70

Weakness: Psychic

Resistance: None

Retreat Cost: 3

Attack: Mega Punch—30 damage for 3 Energy (2 Fighting and 1 Colorless).

Attack: Throw Out—for 3 Energy (2 Fighting and 1 Colorless) you can force your opponent to reshuffle his Active Pokémon and all cards attached to it back into his deck (you can't use this attack if he doesn't have a bench).

So much for buildup decks. Your opponent won't dare invest in the big boys if he knows you have one of these in your deck. He won't want to risk having him exposed and Thrown Out.



EVIL POKÉMON

I'm really excited about these cards and I think you will be too. They're evil variations on existing Pokémon, which makes them cooler than cool. The illustrations on the Japanese cards are awesome. Expect to see lots of decks with evil themes. Get ready to do some heavy trading for evil variants of popular cards like Charizard and Dragonite.



There are evil versions of the following Pokémon: Alakazam, Arbok, Blastoise, Charizard, Charmeleon, Dragonair, Dragonite, Dugtrio, Electrode, Flareon, Gloom, Golbat, Golduck, Gyarados, Hypno, Jolteon, Kadabra, Machamp, Machoke, Magneton, Muk, Persian, Primeape, Rapidash, Raticate, Slowbro, Vaporeon, Vileplume, Wartortle, and Weezing.

Fire: Charmander

Evolution: Basic

Rarity: Common

HP: 40

Weakness: Water

Resistance: None

Retreat Cost: 1

Attack: Flame Tail—20 damage for 1 Fire Energy

Pokémon Power: Receive Flame—Once each turn (before you make your attack) you can detach one Fire Energy from one of your other Pokémon and attach it to Charmander.

A common Pokémon with a Pokémon Power is pretty darn rare and this is a good one. Evolutions of Charmander chew through a lot of Energy but you can use Receive Flame to stock up before you evolve him. If you have a few Fire Pokémon in play when Charmander comes out, this can really speed up his Evolution to Charizard.



Evil Vileplume

Evolution: Stage 2 (from Evil Gloom)

Rarity: Rare

HP: 60

Weakness: Fire

Resistance: None

Retreat Cost: 2

Attack: Petal Swirl—for 2 Grass Energy, you flip 3 coins and do 30 damage times the number of heads, but if 2 or more heads appear, Evil Vileplume is Confused.

Pokémon Power: Allergy Pollen—Neither player can play Trainer Cards (the Power can't be used if Evil Vileplume is Asleep, Confused or Paralyzed).

Petal Swirl is risky, but pretty lethal for a Grass Pokémon. It's Allergy Pollen that I'm really excited about though. It's yet another spoiler card that brings with it a lot of new strategies and deck variants.



Variant Pokémon

Team Rocket also includes variations of some of the standard Pokémon. We've seen all we need to see of some of these cards. Creating evil variants was a clever way to use the same Pokémon in a new way. I'm not sure why they also included these Pokémons. They don't have anything to do with the theme of the expansion. Some of the variants are useful, but, on the whole, it feels like they were thrown in to round out the number of cards in the set.

Evil Kadabra

Evolution: Stage 1 (from Abra)

Rarity: Uncommon

HP: 50

Weakness: Psychic

Resistance: None

Retreat Cost: 2

Attack: Mind Shock—30 damage for 2 Psychic Energy—Don't apply Weakness or Resistance

Pokémon Power: Matter Exchange—Once each turn (before you make your attack) you can discard 1 card from your hand and replace it with a card drawn from the deck.

Matter Exchange seems very useful. I would put a couple of these boys in my Psychic decks to use their Power from the bench. This will give us the ability to sort through our deck for cards we really need (like Evil Alakazam).



Water: Magikarp

Evolution: Basic

Rarity: Common

HP: 30

Weakness: Lightning

Resistance: None

Retreat Cost: 1

Attack: Flip—30 damage for 1 Colorless Energy

Attack: Waterfall Evolution—for 3 Water Energy you can search your deck for an Evolution of Magikarp (Gyarados or Evil Gyarados) and play the card on it. Gyarados fans rejoice! This Magikarp is still the wuss it has always been, but its ability to evolve itself is spectacular.



Mac's Picks — The Best and Worst of Jungle

Jungle has a lot to offer. Of all the good cards in the expansion, these are the best of the best.

#1 MISTER MIME

Gotta love the Invisible Wall. You say your opponent has a Charizard in play? No problem! Move Mister Mime into the active position and whittle away at the big lizard with your Meditate while your opponent tries to figure out how to switch out his heavy hitter for something that does less than 30 points of damage. This is one of the best Pokémon Powers in the game. If you like Psychic decks, get as many of these cards as you can, but expect to trade hard or shell out some serious bucks if you want a full slate of four.

#2 SCYTHER

A Basic Pokémon with 70 HP, a Colorless attack that does 30 points of damage, a special attack that doubles the damage it does during the following round (to a mighty 60 points!), and retreat cost of zero. Nothing fancy, just straight-up deadly.

#3 KANGASKHAN

Any Pokémon with 90 HP gets our attention. Kangaskhan's Comet Punch may take a lot of Energy to get going, but it's potentially lethal. In addition, while you're charging it up, you can use its Fetch attack to draw some extra cards.

#4 EEVEE

It's cute and fuzzy and you get your pick of three butt-kicking evolutions. We like Jolteon best, but there's something for everyone.

#5 CLEFABLE

Another "cute but deadly" Pokémon. Almost as tough as Wigglytuff and it has the dreaded Metronome. The ability to copy your opponent's attack can be devastating.



Jungle Pokémon Classification by Color

COLORLESS

Clefable, Beedrill, Espeon, Espeon, Aggron, Kangaskhan, Lickitung, Meowth, Persian, Pilosaf, Snorlax, Scarecrow, Tawoos, and Wigglytuff

Most Powerful—Kangaskhan (it has 90 HP and the Comet Punch)

Most Useful—Beedrill (for its Retreat Aid) and Meowth (for its Payday)

FIGHTING

Chloro, Mawile, Marowak, Primape, Rhydon, and Rhymer

Most Powerful (far)—Marowak (for its Recovering) and Primape (for its Fury Swords)

Most Useful—Mawile (for its Peak Power)

FIRE

Flame and Raikou

Most Powerful—Raikou (for its Agility)

GRASS

Bellsprout, Butterfree, Exeggutor, Exeggcute, Gloom, Nidoking, Nidoran (F), Nidorina, Oddish, Paras, Parasect, Pinir, Scyther, Weepinbell, Vinesect, Venonat, Weezing, and Wigglytuff

Most Powerful—Scyther (for the Slash / Swords Dance combo)

Most Useful—Weepinbell (for its Heal Power)

ELECTRIC

Electrode, Jolteon, and Raikou

Most Powerful—Jolteon (far) vs. Pinnochio

PSYCHIC

Espeon, Meowth

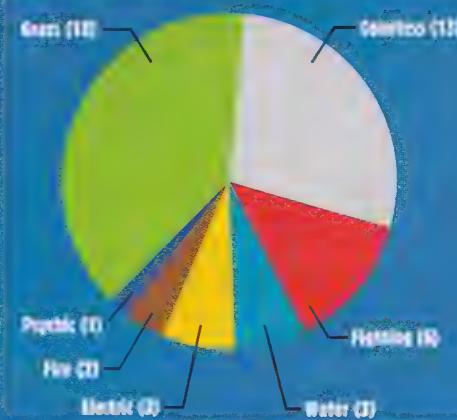
WATER

Ditto, Gyarados, and Wailord

Most Powerful—Wailord (far) vs. Water Gun

Jungle Color Wheel

Grass is king. What else would you expect from a jungle expansion?



MAC'S STINKERS

Even the best sets have a few stinkers at the bottom of the barrel.

WATER

This weed should have been called Leafweed. Bellsprout and Weepinbell are kind of wimpy, but we expect a lot more from a Stage 2 Evolution. Weepinbell is actually better than Victreebel. Makes you wonder why you waste evolve it.

COLORLESS

Magikarp is worse, but not by much. Gyarados has a Retreat Cost of 0, which is a good thing.

Because you're going to need it. At least with Magikarp you have Gyarados to look forward to. With this loser, the best you can do is Seaking.

SEAKING

After suffering through the last three Generations, you get an Evolution that isn't much of an improvement on the original. What does Misty see in these lame Water Pokémons?



Best New Concept — Summoning

The Jungle Expansion introduced Pokémons with the ability to take Pokémons out of your deck and put them directly into play on your bench. Of these, the best is Marowak's Call for Friend attack that lets you choose any Basic Fighting Pokémons.

Nidoran (F)'s Call for Family lets her search for either Nidoran (F) or Nidoran (M). Bellsprout's Call for Family can only be used to search for other Bellsprouts and Oddish's Sprout can only be used to search for other Oddishes.



The Fossil Expansion

These Cards Aren't Old, They're New

Fossil came along in October of '99. This was only three months after the release of Jungle, but this set was as hard to come by as the first expansion. Lots of players didn't get their hands on Fossil until much later.

Only six of the Fossil cards are new versions of old Pokémons. This set introduced 37 new Pokémons, anxiously awaited

favorites like Geodude and Raichu. Many of the new cards are very powerful and overshadow similar cards from the Basic Set. There are also lots of cards that have powers and attacks that can be used against Pokémons on your opponent's bench, which can be crippling.

Mac's Fossil Picks — The Best and Worst of Fossil

Fossil has a lot to offer. Of all the good cards in the expansion, these are the best of the best.

#1 MYSTERIOUS FOSSIL

One of the coolest cards in the Fossil expansion. You put the Fossil into play as if it were a Pokémon, just like a Clefairy Doll. The difference is the Mysterious Fossil can be evolved into an Aerodactyl, Kabuto, or Omanyte. This gives you the kind of flexibility you get with Eevee, combined with the fact that you start with a Trainer card that you can pull off the table at any time.

#2 DITTO

One of the most versatile Pokémons in the game. In addition to mimicking the defender's card, you can also treat any Energy attached to Ditto as Energy of any type.

#3 AERODACTYL

This winged terror can only be evolved from a Mysterious Fossil and has one of the most feared Pokémon Powers in the game. Prehistoric Power prevents both players from playing Evolution cards. Bring a Mysterious Fossil (or two) into play, wait until you have more Evolved Pokémons in play than your opponent, evolve your Fossil into Aerodactyl, and clean up.

#4 GENGAR

Sniping at your opponent's bench two different ways is the best way to take out wounded Pokémons. You can even use its Curse Power without putting it at risk in the active position. At 80 HP, he's pretty darn durable, though.

#5 HITMONLEE

The "kicking fiend" is a Basic Pokémon with 60 HP that can inflict 50 against your opponent's Active Pokémon or 20 to a Pokémon on the bench. The only downside is Hitmonlee doesn't use Colorless Energy for any of its attacks.



MAC'S STINKERS

The Worst of the worst. Fossil also has a few cards that disappointed me.



Moltres

An attack that does 80 HP is nice, but not when it only works half the time and costs 4 Energy, none of it colorless.



Kabuto

The Mysterious Fossil and armor power are cool, but it only has 30 HP and its attack is a joke. You can evolve it into Kabutops, but you would

be better off using your Fossil to put in Aerodactyl.

Shellder

It isn't as tough as you might think, it can't inflict damage, and its Supersonic attack only works half the time.

Tentacruel

Although it has 60 HP and a Retreat Cost of 0, its attacks are a joke. It has no Resistance and it has a Weakness to Electrical attacks.

Fossil Pokémon Classification by Color

COLORLESS

Ditto and Dragonite

Most Powerful—Ditto (for its Transform Power)

Most Useful—Dragonite (for its Step In Power)

FIGHTING

Aerodactyl, Geodude, Golem, Graveler, Hitmonlee, Kabuto, Kabutops, and Sandslash

Most Powerful—Hitmonlee (good, all-around fighter)

Most Useful—Aerodactyl (for its Prehistoric Power)

FIRE

Magmar and Moltres

Most Powerful—Moltres (for its unreliable Dive Bomb)

Most Useful—Moltres (for its Wildfire attack)

GRASS

Arbok, Ekans, Golbat, Grimer, Muk, Weezing, and Zubat

Most Powerful—Golbat (the best of a bad bunch)

Most Useful—Arbok (for its Terror Strike attack)

ELECTRIC

Magneton, Raichu, and Zapdos

Most Powerful—Magneton (for Self Destruct)

PSYCHIC

Gastly, Gengar, Haunter, Hypno, Slowbro, and Slowpoke

Most Powerful—Gengar (for its Curse Power and Dark Mind attack)

Most Useful—Gastly (for its Energy Conversion attack)

WATER

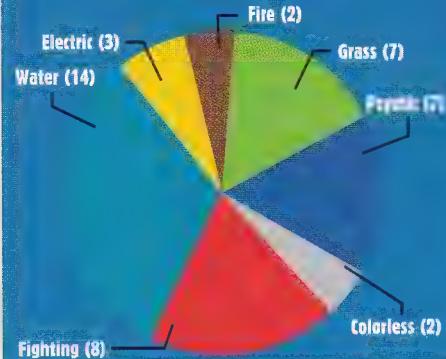
Articuno, Cloyster, Golduk, Horsea, Kingler, Krabby, Lapras, Omanyte, Omastar, Psyduck, Seadra, Shellder, Tentacool, and Tentacruel

Most Powerful—Articuno (for its Blizzard)

Most Useful—Omanyte (for its Clairvoyance Power)

Fossil Color Wheel

Water is the clear leader this time around, which is a good thing, because Jungle only included three new Water cards. Electric and Fire are again the losers in this expansion set.



Basic Set

RARITY Some cards are harder to get than others. Each Booster Pack only comes with one Rare or Rare Holofoil. Rare cards are usually more valuable and more powerful than common cards. The cards are listed alphabetically by rarity.

Rarity Key
H: Rare Holofoil
R: Rare
U: Uncommon
C: Common

VALUE The second and third columns rate a card's value. I based these grades on a number of factors, including the rarity of the card, the popularity of the card, popularity of the character on the card, and the going price for the card when I compiled this list. The first grade rates the First Edition printing of the card. The second grade rates the Unlimited Edition printing of the card. We didn't grade the First

Edition Holofoil cards because they are far more valuable than any of the other cards in the set.

Approximate Card Values Key

- \$: Over \$20.00
- A: \$5.00 to \$10.00
- B: \$2.00 to \$4.00
- C: \$1.00
- D: Less than \$1.00
- F: Nearly worthless

PLAYABILITY This will help you figure out which cards to trade for. Each card's capabilities were carefully considered and compared to the capabilities of all of the other cards currently on the market, including those in the Jungle and Fossil Expansions.

TRADE VALUE When you're negotiating a trade you can use these values to help you decide if you are getting a reasonable deal. These values are designed for players, not collectors. If you are a collector all you need to

know is the card's value. I assigned these numbers by looking at the playability of the card, the rarity of the card, the type of card (Pokémon or Trainer), and the approximate value of the card. These are values for the Unlimited Edition cards, so they'll be misleading if you're trading First Edition cards.

EXAMPLE: Your buddy wants to trade you a Polywhirl and a Porygon for your Electabuzz. Two Uncommons for a Rare doesn't sound like a bad deal, but you aren't sure so you look up all three cards. The Polywhirl is worth 12 and the Porygon is worth 13, for a total of 25 pts worth of cards. Your Electabuzz is worth 32 pts so you should try to talk him into substituting that Porygon for a more useful card or throwing in a common card to sweeten the pot. Looking at his



trade cards and our handy-dandy list you offer to take a Tangela and a Scoop Up off his hands instead, which is by our estimation a better deal.

Basic Set

	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE	RARITY	VALUE	VALUE	PLAYABILITY	TRADE VALUE		
Alakazam	H	\$	A+	B+	37	Magmar	U	B	D	B-	17	Comp. Search	R	A	B	B+	27
Blastoise	H	\$	A+	A-	38	Nidorino	U	B	D	C	15	Dev. Spray	R	A-	C+	D+	19
Chansey	H	\$	A+	C+	34	Poliwirl	U	B	D	D	22	Imp. Prof. Oak	R	A-	C+	D+	19
Charizard	H	\$	A+	B-	35	Porygon	U	B	D	D+	13	Item Finder	R	A	B-	B	25
Clefairy	H	\$	A	C	32	Raticate	U	B	D	D+	13	Lass	R	A-	C+	C+	22
Gyarados	H	\$	A	B	35	Seel	U	B	D	C-	14	Pokémon Breeder	R	A	B-	C+	23
Hitmonchan	H	\$	A	A-	37	Wartortle	U	B+	D+	C-	15	Pokémon Trainer	R	A	B	B+	27
Machamp	H	\$	-	C+	-	Abra	C	C	D-	D+	8	Scoop Up	R	A	B	B	26
Magneton	H	\$	A	C-	31	Bulbasaur	C	C+	F	C-	8	Sup. Energy Removal	R	A	B+	B	15
Mewtwo	H	\$	A	B-	34	Caterpie	C	C	F	C-	8	Defender	U	B-	D	C-	12
Nidoking	H	\$	A	C	32	Charmander	C	C+	F	C+	10	Energy Retrieval	U	B-	D	C+	14
Ninetales	H	\$	A	B	35	Diglett	C	C-	F	D+	7	Full Heal	U	B-	D	C	13
Poliwrath	H	\$	A	C+	33	Doduo	C	C	F	B-	11	Maintenance	U	B-	D	D	10
Raichu	H	\$	A+	B-	35	Drowzee	C	C	F	D-	5	Plus Power	U	B-	D	D	13
Venusaur	H	\$	A+	B	36	Gastly	C	C	F	D-	5	Pokémon Center	U	B-	D	B	16
Zapdos	H	\$	A+	C+	34	Koffing	C	C	F	C	9	Pokémon Flute	U	B-	D	D+	11
Beedrill	R	A	B	B-	27	Machop	C	C-	F	C+	10	Pokédex	U	B-	D	C	12
Dragonair	R	A	A-	B-	29	Magnemite	C	C	F	D+	7	Professor Oak	U	B+	D+	A	19
Dugtrio	R	A	B+	C	26	Metapod	C	C	F	D	6	Revive	U	B-	D	C-	12
Electabuzz	R	A+	B+	A	32	Nidoran (M)	C	C	F	D+	7	Super Potion	U	B-	D	C	12
Electrode	R	A	B+	C+	27	Onix	C	C	F	D+	7	Bill	C	D+	F	A+	14
Pidgeotto	R	A	B	D	22	Pidgey	C	C	F	D	6	Energy Removal	C	C	D-	B	11
Arcanine	U	B	D+	B-	18	Pikachu	C	B	D-	C-	9	Gust of Wind	C	D+	F	A-	12
Charmeleon	U	B+	D+	C	16	Poliwag	C	C	F	D+	7	Potion	C	D+	F	C-	6
Dewgong	U	B	D	B	18	Ponyta	C	C	F	C	9	Switch	C	D+	F	C+	8
Dratini	U	B	D	D+	13	Rattata	C	C	F	D+	7	Dble. Colorless Energy	U	B+	D+	A-	19
Farfetch'd	U	B	D	B	18	Sandshrew	C	C	F	D	6	Fighting Energy	-	D+	F	-	-
Growlithe	U	B+	D+	C	16	Squirtle	C	C+	F	D+	7	Fire Energy	-	D+	F	-	-
Haunter	U	B	D	D	12	Starmie	C	C-	F	D	6	Grass Energy	-	D+	F	-	-
Ivysaur	U	B	D	C-	14	Staryu	C	C	F	C-	8	Lightning Energy	-	D+	F	-	-
Jynx	U	B	D	B	18	Tangela	C	C	F	C-	8	Psychic Energy	-	D+	F	-	-
Kadabra	U	B	D	B-	17	Voltorb	C	C	F	D	6	Water Energy	-	D+	F	-	-
Kakuna	U	B	D	D-	11	Vulpix	C	C	F	D+	7						
Machoke	U	B	D	D+	13	Weedle	C	C	F	C-	8						
Magikarp	U	B	D	D-	11	Clefairy Doll	R	A	B-	D	19						



POKÉMON CARD

Jungle Set

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Clefable	H	A+	A-	B
Electrode	H	A+	A-	C
Flareon	H	A+	A-	B-
Jolteon	H	A+	A-	B-
Kangaskhan	H	A+	A-	B-
Mr. Mime	H	A+	A-	A-
Nidoqueen	H	A+	A-	C-
Pidgeot	H	A	A-	D+
Pinsir	H	A-	B-	B
Scyther	R	A	B	A
Snorlax	R	A-	B+	D
Vaporeon	R	A-	B	C+
Venomoth	R	A-	B-	C+
Victreebel	R	A-	B	D
Vileplume	R	A-	B	C+
Wigglytuff	R	A	B+	A-
Butterfree	U	B-	C-	C
Dodrio	U	C	D+	B-
Exeggutor	U	C	D+	C
Fearow	U	C	D+	C
Gloom	U	C	D+	C
Lickitung	U	C	D+	C+
Marowak	U	C	D+	B-
Nidorina	U	C	D+	C
Parasect	U	C	D+	D+
Persian	U	C	D+	C+
Primeape	U	C	D+	B-
Rapidash	U	C	D+	B
Mr. Mime	R	A	B+	A-

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Nidoqueen	R	A-	B-	C-
Pidgeot	R	A-	B	D+
Pinsir	R	A-	B-	B
Scyther	R	A	B	A
Snorlax	R	A-	B+	D
Vaporeon	R	A-	B	C+
Venomoth	R	A-	B-	C+
Victreebel	R	A-	B	D
Vileplume	R	A-	B	C+
Wigglytuff	R	A	B+	A-
Butterfree	U	B-	C-	C
Dodrio	U	C	D+	B-
Exeggutor	U	C	D+	C
Fearow	U	C	D+	C
Gloom	U	C	D+	C
Lickitung	U	C	D+	C+
Marowak	U	C	D+	B-
Nidorina	U	C	D+	C
Parasect	U	C	D+	D+
Persian	U	C	D+	C+
Primeape	U	C	D+	B-
Rapidash	U	C	D+	B

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Rhydon	U	C	D+	C
Seaking	U	C	D+	D-
Tauros	U	C	D+	C+
Weepinbell	U	C	D+	D
Bellsprout	C	D-	F	D
Cubone	C	D-	F	C-
Eevee	C	D-	F	C+
Exeggute	C	D-	F	D
Goldeen	C	D-	F	D-
Jigglypuff	C	D-	F	B-
Mankey	C	D-	F	D+
Meowth	C	D-	F	D+
Nidoran (F)	C	D-	F	C+
Oddish	C	D-	F	D+
Paras	C	D-	F	D
Pikachu	C	D-	F	C+
Rhyhorn	C	D-	F	D+
Spearow	C	D-	F	D+
Venonat	C	D-	F	D+
Poké Ball	C	D-	F	C

Fossil Set

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Aerodactyl	H	A+	A	B
Articuno	H	A+	A+	B
Ditto	H	A+	A	B+
Dragonite	H	A+	A	B-
Gengar	H	A+	A	A-
Haunter	H	A+	A	C+
Hitmonlee	H	A+	A	B-
Hypno	H	A+	A	C
Kabutops	H	A+	A	C-
Lapras	R	A	A-	B
Magneton	R	A	A-	C+
Moltres	R	A+	A-	B
Muk	H	A+	A	B-
Raichu	H	A+	A	C
Zapdos	H	A+	A	C
Aerodactyl	R	A+	A-	B
Articuno	R	A+	A	B
Ditto	R	A	A-	B+
Dragonite	R	A	A-	B
Gengar	R	A+	A-	A-
Haunter	R	A	A-	C+

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Hitmonlee	R	A	A-	B-
Hypno	R	A	A-	C
Kabutops	R	A+	A-	C-
Lapras	R	A	A-	B
Magneton	R	A	A-	C+
Moltres	R	A+	A-	B
Muk	R	A	A-	B-
Raichu	R	A+	A-	C-
Zapdos	R	A	A-	C
Arbok	U	D+	D	C
Cloyster	U	D+	D	D+
Gastly	U	D+	D	C
Golbat	U	D+	D	C+
Golduck	U	D+	D	B
Golem	U	D+	D	C
Graveller	U	D+	D	C
Kingler	U	D+	D	C-
Magmar	U	D+	D	C+
Omastar	U	D+	D	C
Sandslash	U	D+	D	C
Seadra	U	D+	D	C

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Slowbro	U	D+	D	C-
Tentacruel	U	D+	D	D+
Weezing	U	D+	D	C-
Ekans	C	D	D-	D
Geodude	C	D	D-	C
Grimer	C	D	D-	C-
Horsea	C	D	D-	D+
Kabuto	C	D	D-	D
Krabby	C	D	D-	D
Omanyte	C	D	D-	D+
Psyduck	C	D	D-	C+
Shelllder	C	D	D-	D-
Slowpoke	C	D	D-	D+
Tentacool	C	D	D-	D+
Zubat	C	D	D-	D
Mr. Fugi	U	D	D-	C-
Energy Search	C	D	D-	C+
Gambler	C	D	D-	C+
Recycle	C	D	D-	D+
Mysterious Fossil	C	D	D-	C

Team Rocket Price Guide

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Abra	C	D		
Charmander	C	D+		
Diglett	C	D		
Dratini	C	D		
Drowzee	C	D		
Eevee	C	D		
Ekans	C	D		
Energy - Fix Anything	C	D		
Energy - Potion	C	D		
Energy - Rainbow	H	A		
Evil Alakazam	H	A+		
Evil Arbok	H	A+		
Evil Blastoise	H	A+		
Evil Charizard	H	A+		
Evil Charmeleon	U	A-		
Evil Dragonair	U	A-		
Evil Dragonite	H	A+		
Evil Dugtrio	H	A+		

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Evil Electrode	U	B+		
Evil Flareon	U	A-		
Evil Gloom	U	A-		
Evil Golbat	H	A+		
Evil Golduck	U	A		
Evil Gyarados	H	A+		
Evil Hypno	H	A+		
Evil Jolteon	U	A-		
Evil Kadabra	U	B+		
Evil Machamp	H	A+		
Evil Machoke	U	B-		
Evil Magneton	H	A		
Evil Muk	U	B+		
Evil Persian	C	D+		
Evil Primeape	U	B		
Evil Rapidash	C	D+		
Evil Raticate	C	D+		
Evil Slowbro	H	A+		

	RARITY	VALUE	PLAYABILITY	TRADE VALUE
Evil Vaporeon	U	B-		
Evil Vileplume	H	A+		
Evil Wartortle	U	A-		
Evil Weezing	H	A+		
Grimer	C	D		
Koffing	C	D		
Machop	C	D		
Magikarp	C	D		
Magnemite	C	D		
Mankey	C	D		
Meowth	C	D		
Oddish	C	D		
Ponyta	C	D		
Porygon	C	D		
Psyduck	C	D		
Rattata	C	D		
Squirtle	C	D		
Slowpoke	C	D		

Trainer - Big Sister Jesse	H	A
Trainer - Boss, Methods	U	B+
Trainer - Challenge Letter	U	B+
Trainer - Go to Sleep!	C	D
Trainer - Here Comes Team Rocket!	H	A+
Trainer - Holes in the Battlefield	C	D
Trainer - Imposter Oak's Counterattack	U	B+
Trainer - Night Garbage Retrieval	C	D
Trainer - Sticky Gas	C	D
Voltorb	C	D
Zubat	C	D

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GAMING GUIDES
CORE

GAME BOY
POKÉMON YELLOW STRATEGY



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POKÉMON GOLD AND SILVER

Role-Playing Game

Available Holiday 2000



Become a Metal Head

This September, get ready to catch more of 'em with the release of *Pokémon Gold* and *Silver*! Now, there are a hundred brand new Pokémons! With all these new Pokémons to catch, you'll be given a few more tools to help you out. Pokégear includes a cell phone, radio, and data organizer in an all-in-one package, kind of like a Poké Palm Pilot. You're able to make and receive calls from anywhere on the map with your cell phone. With the radio, you can either listen to special Pokémons lectures from Professor Oak or change the game's soundtrack. You'll be able to store your newfound Pokéknowledge in the data organizer. The game also has a slew of other new features that include a real-time game clock that is set when you start the game. The player sets an internal clock that changes the game from day to night in real time.

And, for the first time, Pokémons will be designated as either male or female. You'll be able to become a Master Breeder just like Brock aspires to be!

Pokémon Gold and *Silver* packs a one-two punch never before seen on the Game Boy. They'll feature new challenges and a vast new world to explore. These games will revolutionize the way we capture, train, and battle Pokémons. It won't reach our shores until this fall, but be sure to check out this preview of the most eagerly anticipated games in Pokémon history!

Bakufan is the final evolution of Hinorashi, a Fire-type Pokémon.

POKÉMON GOLD & SILVER

Poké Gear

With all the new Pokémons to catch, Trainers will need all the help they can get. To help you become the Master Trainer you aspire to be, Nintendo has included Pokégear in both *Gold* and *Silver*. What's Pokégear you may ask? Well, it's basically a bunch of cool stuff that helps you capture more Pokémons. The high-tech equipment lets you make phone calls, receive emails, and store important data. There's even a color map that helps you keep track of where you are in the world of *Gold* and *Silver*.

DISCLAIMER

Gold and *Silver* is currently only available in Japan. I've only had a chance to play these games in their Japanese versions, so by the time they come to the U.S., there might be some differences.

Real-Time Internal Clock

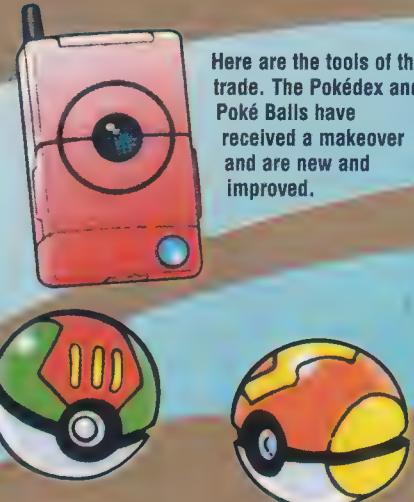
Unlike the previous two *Diamond* and *Pearl* games, *Gold* and *Silver* comes equipped with an internal clock that begins when you start playing the game. Day will change to night in real time as you progress through the game. Certain Pokémons, such as the *Hoo Hoo*, can only be caught at night. So, in order to catch them all, you must visit the same areas twice to find all the different Pokémons that reside there.



Just like in the real life, the day only comes out at night. To find this elusive Pokémon, you may have to stay up past your bedtime.



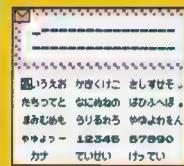
With the sun sets, a whole new Pokémon adventure awaits you.



Here are the tools of the trade. The Pokédex and Poké Balls have received a makeover and are new and improved.

Pokégear

EMAIL



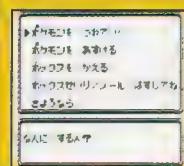
Access email sent to you from friends, your mother, and other important people that you meet along the way.

TELEPHONE



The telephone feature allows you to receive and make calls to Professor Oak, your mother, and others that you meet during your Pokémon adventure.

DATA ORGANIZER



Keep track of Pokémons, your training information, and other important information that you need in order to become a Master Trainer.

MAP



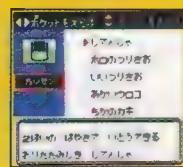
This handy topographical color map shows what areas you've already visited and also your present location.

RADIO



With the radio you can receive important training tips from Prof. Oak. It also can be used to change the game soundtrack if you don't like the music that's being played.

BACKPACK



This backpack features four large compartments that can hold a variety of items and trinkets. Easy to use and really handy for storing items.

Win a Backpack of Your Own!



I've got a backpack just like the one found in *Gold* and *Silver*. It's filled with cool gear, too. You can win it! See page 67 for details on how to enter this contest.



Chikorita, Hinorashi, and Waninoko... Oh My!

Chikorita—1st evolution



Beiriflu—2nd evolution



Meganium—3rd evolution



This adorable little Grass-type Pokémons evolves into a monster that looks like a Hawaiian Brontosaurus.

Hinorashi—1st evolution



Magmarashi—2nd evolution



Bakufan—3rd evolution



Hinorashi is a fierce Fire-type monster with flames leaping off its back. This little guy looks cooler than Moltres, especially when it's fully evolved to the stunning Bakufan.

Waninoko—1st evolution



Arigetus—2nd evolution



Odaku—3rd evolution



This crocodile-like Pokémons looks like he bit off Captain Hook's hand. It evolves into a fearsome creature that looks a bit like Godzilla.

NEO SET

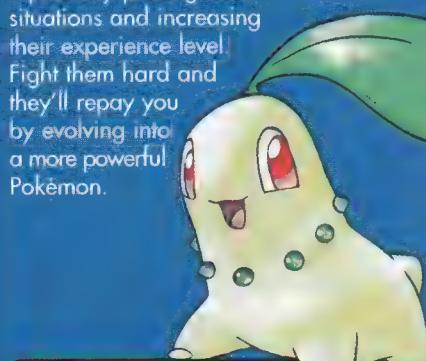


These hot cards from Japan feature the evolution of the three Pokémons that you choose in Professor Oak's lab.

Entering the Lab



Just like in Red, Blue, and Yellow, Professor Oak will let you choose a Pokémons to train. This time, three new Pokémons await you: Chikorita, a Grass-type Pokémons; Hinorashi, a Fire-type Pokémons; and Waninoko, a crocodile-like Water type. Right off the bat, you'll be able to battle the new wild Pokémons that inhabit the Gold and Silver worlds. You'll have to raise your new Pokémons just like before, repeatedly placing them in battle situations and increasing their experience level. Fight them hard and they'll repay you by evolving into a more powerful Pokémons.



Odaku is an adorable new Grass-type Pokémons.

Pokémon Breeding

All aspiring Pokémon Breeders will love the fact the pocket monsters are now either male or female. Pokémon of the same species can now breed, resulting in a Poké Egg.

After a while, the egg will hatch and you'll be the proud Trainer of a baby Pokémon!



Pokémon Breeding Center

This is where the Master Pokémon Breeders live. The Old Man and Woman have spent years becoming experts in the art of Pokémon breeding. For a small fee, they'll each take a male and female Pokémon from you. After awhile, you'll receive a message telling you that you're the proud Trainer of a newborn baby Pokémon. Return and they'll hand over a precious pocket monster.



At the Breeding Center, the Old Man will take the male Pokémon while the Old Woman will take the female.



Congratulations! When you return later, a bouncing baby Pokémon will be yours.

Be Careful or It's an Omelette



Professor Oak will give you this Poké Egg to carry around during your journey. Be careful, it's fragile! Professor Oak will warn you when it's about to hatch.

Before you know it, the egg will hatch, revealing your very own baby Togepi! Unfortunately, Togepi isn't completely free and is still stuck inside the half-shell of his egg.

Rock-a-bye Baby

There are several adorable Pokémon babies out there for you to catch! Train them well and they'll evolve into adult Pokémon in no time! But be warned, they may be small, but they sure are a handful.

#238 Pupurin, a Jigglypuff infant!

Pupurin sings beautifully, just like Jigglypuff. Just try to stay awake for the show.



#172 Pichu, the baby Pikachu!

This little thundering dynamo might be cute, but his electric attacks are shockingly powerful.



#173 Pii, the little Clefairy!

As bashful as its older siblings, this little guy's powerful Doubleslap attack can have other Pokémon seeing double.



I Challenge You!

Along with these great new features, surprising new challenges await you. In order to beat them, you must know your Pokémons. Here's where all the new gear and Pokémons training will pay off. If at first you don't succeed, try again. The new machines and Pokémons are well worth the effort.



The Shock Badge

If you can make it past the ultra tough Tanba Gym leader, you'll earn the coveted Shock Badge. His Pokémons are tough, but if you've trained yours well, you can leave victorious. Try to field highly evolved Pokémons against this Trainer.

Raikou is a big boy. This mighty tiger-like Pokémon has the markings of being Electric.



To get the badge, you must defeat the Tanba Gym Leader.



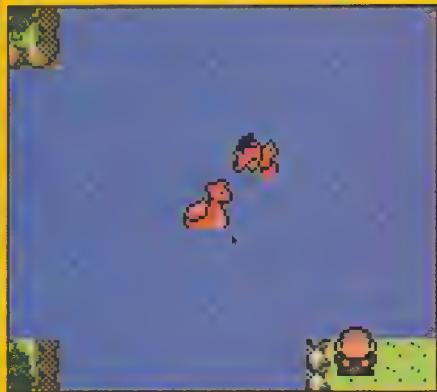
After winning the badge, a lady outside of the Gym gives you a Machine that allows you to teach Fly.



Once Pidgey learns Fly, you can catch a ride to different parts of the map. This will be helpful when you need to get to remote areas to catch more Pokémons.

The Red Gyarados of Anger Lake

Anger Lake is filled with many types of Water-type Pokémons. The most fascinating of all, though, is the powerful Red Gyarados!



Out in the middle of the lake a Red Gyarados and a Lapras can be seen playing in the water.



In Anger Lake, you can swim from one end to the other.



If you defeat the mighty Red Gyarados you can use him to catch a ride across the lake.

The Mysterious Annoon

Annoon, one of the strangest Pokémon ever, can be found deep in the Arufu Ruins. To find him, you'll have to correctly complete a puzzle game. Solve the puzzle and you'll be allowed to enter the ruins. It'll be worth it! Once you've solved the puzzle, you'll find three different forms of the mysterious Annoon in the ruins.



This is the puzzle that unlocks the Arufu Ruins. To solve it you have to correctly match the corresponding puzzle pieces to form this image. Make a mistake and you'll be denied entrance.



You've done it! You're now in the Arufu Ruins.



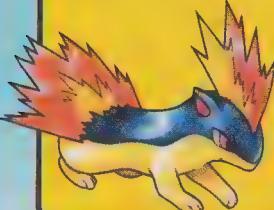
Annoon will be featured in the third movie.



Look around long enough and you'll be able to find three forms of the mysterious Pokémon, Annoon.

The Dancing Goddess

To be able to swim to the many different islands, you'll need the Swim Machine. While the Surf Technique (found in Red, Blue, and Yellow) also enables you to cross water, the Swim Machine will offer you other abilities that are still unknown.



In this house you'll find the Dancing Girls.



Defeat the Dancing Goddess in battle and you will be able to use the Swim Machine.

The Stone Breaking Machine

Defeat the stubborn Tree-type Pokémon, Usokki, and you'll receive one of the most valuable tools in *Gold* and *Silver*, the Stone Breaking Machine. The machine will break stones allowing you to enter blocked caves and rooms. This is invaluable to retrieve all the items available in the game.



In Kogane City, this lady will give you a water pot for Usokki.



Watering Usokki will wake him up! He'll start to shake.



Now that he's been watered, he's ready to battle you!



Defeat Usokki and this man will give you the Stone Breaking Machine.



Now, with your newfound Stone Breaking ability, you're able to demolish this rock!



Odairu, a fearsome alligator-like Pokémon, is the final evolution of Waninoko.

Shake Those Trees

The Water-type Pokémon Usokki helps you shake your tree and make use of a "Shaking Tree."



Rocking your tree will shake it trees will either a Pokémon or a rock will fall to the ground. this time around, it's a rock.



Take the Stone Breaking and break it with the rock to it from it into a Poké Ball.

Poké Tourist

There will be wonderful new locales to visit in these two games. While you're enjoying the sights, you'll find great items to help you continue on your adventures. Remember you'll have to explore it all to catch 'em all.



Waninoko is a playful Water-type Pokémon that you can start out with.

Finding items in Nature Park

The Nature Park is a lush area teeming with wild Pokémon. Here you'll find two important items that you must have to complete your quest to become a Master Pokémon Trainer: the Medicine Ball and Machine 28. The Medicine Ball will help your Pokémon recover after a power-draining battle. The effects of Machine 28 are as yet unknown.



Hop the fence to enter the Nature Park. Once inside, you're free to search for valuable items and fierce wild Pokémon.



The first item you'll find is a powerful Medicine Ball.



Venture deeper into the park and you'll find Machine 28 behind a row of trees.

The Asagi City Lighthouse

What are you going to do when your Pokémon falls ill? Well, you'll head to Asagi City to find Mikan the Lighthouse Gym Leader. Once there, the helpful Trainer will offer you a cure for what ails your poor Pokémon.



When your Pokémon becomes ill, you'll have to head to Asagi City to get medicine.

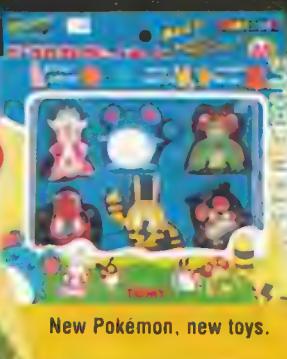


The Lighthouse Gym leader, Mikan, gives you an Orange Medicine that helps your Pokémon to recover.

The Fun Doesn't Stop Here!

Gold and Silver Toyland

Of course, where there's new Pokémon, there's new toys.



New Pokémon, new toys.

I've Got a Pikachu in My Pocket

Pocket Pikachu Color will make its debut along with *Pokémon Gold and Silver*. This color version of the older Pocket Pikachu that was released along with *Red* and *Blue* will sport some great new features. Like the older virtual pet device, you feed Pikachu volts of electricity when you walk or move the gadget around. The unit will also feature a clock and alarm. The little fellow has a few more tricks up its sleeve though.

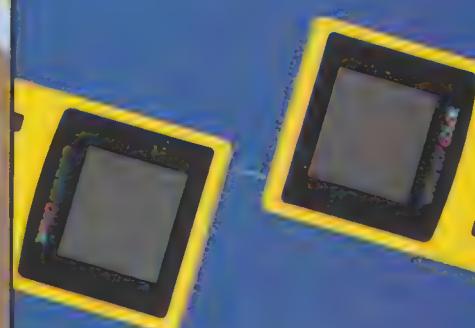
Pikachu may get surprised by a Diglett when it's digging a hole or get knocked over by Ekans while playing a video game. After Pika eats, it'll even brush its teeth. In addition to just caring for the electronic pet, you can now play games with it. You can

gamble Watts with the little pocket monster in a game of High/Low. Pikachu displays a single playing card and you'll have to decide if the second card is higher or lower than the first. If you win, you'll add more volts to Pikachu's store. Once Pikachu becomes big and strong, you can use the new infrared port on the top of the gadget to transfer the feisty little guy to *Pokémon Gold and Silver*. You'll have to unlock the transfer function in the game, first, but it should be well worth it if you have a kick-butt Pokémon. You'll also be able to transfer watts between two different Pocket Pikachu Colors. This little toy will make a great addition to your Pokécollection.



Game Boy Link Cable

Just like in *Red*, *Blue*, and *Yellow*, you can battle your friends or trade Pokémon with the Game Boy Link Cable. Now in *Gold and Silver*, you can also use the cable to send messages to your friends.



All Nodas and Gullies with the Link cable are set up in this lobby.

The Next 100...

Pokémon Gold and Silver look to be the coolest *Pokémon* games yet. Not only are they loaded with new tools, exciting new areas to explore, and new challenges to test your skills as a *Pokémon* Trainer, there are a hundred new *Pokémon* to capture and train! And now it's time to meet them. Prepare yourself Pokémaniac, I'm about to give you an exclusive first look at all the new *Pokémon*. Buckle your seatbelt and turn the page!

GameBoy Image

What the *Pokémon* looks like in the new games



Number & Name

Pokédex number and Japanese name

163 HOO HOO

TYPE 1: Normal	TYPE 2: Flying
WEIGHT: Unknown	WEIGHT: Unknown

This funny looking owl can be found late at night ready to fight with nine attacks.

Type & Stats Area

Type of *Pokémon* as well as their height & weight



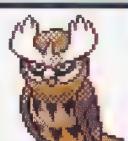
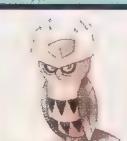
Information Box

Vital information on the new *Pokémon*

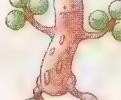
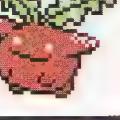
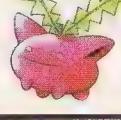
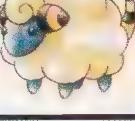
Line Art Image

What the *Pokémon* looks like in cartoon form

GOLD & SILVER POKÉDEX

 <p>152 CHIKORITA TYPE 1: Grass TYPE 2: HEIGHT: 2'11 WEIGHT: 14 lbs. This pint-size Pokémon can learn Razor Leaf and other Grass attacks. It has ten attacks.</p>	 <p>153 BEIRIFU TYPE 1: Grass TYPE 2: HEIGHT: Unknown WEIGHT: Unknown An evolved version of Chikorita that likes to use the Vine Whip attack. It has twelve attacks.</p>	 <p>162 OOTACHI TYPE 1: Normal TYPE 2: HEIGHT: 5'10 WEIGHT: 71 lbs. The bigger and badder version of Ootachi can learn a variety of normal attacks, nine in all.</p>	
 <p>154 MEGANI TYPE 1: Grass TYPE 2: HEIGHT: 5'10 WEIGHT: 221 lbs. This evolved version of Chikorita loves to use the powerful Solar Beam attack. Twelve attacks in all.</p>		 <p>163 HOO HOO TYPE 1: Normal TYPE 2: Flying HEIGHT: Unknown WEIGHT: Unknown This funny looking owl can be found late at night ready to fight with nine attacks.</p>	
 <p>155 HINOARASHI TYPE 1: Fire TYPE 2: HEIGHT: 1'7 WEIGHT: 17 lbs. Packing a fiery punch, Hinoarashi is surprisingly strong for its size. It has eight attacks.</p>		 <p>164 YORUNOZUKU TYPE 1: Normal TYPE 2: HEIGHT: 5'2 WEIGHT: 89 lbs. Yorunozuku is as strong as it is wise. It can learn over ten powerful attacks.</p>	
 <p>156 MAGUMARASHI TYPE 1: Fire TYPE 2: HEIGHT: 2'11 WEIGHT: 41 lbs. Wild Magumarashi are known to use Growl and Slash attacks when confronted. It has nine attacks in all.</p>		 <p>165 REDIBA TYPE 1: Bug TYPE 2: HEIGHT: Unknown WEIGHT: Unknown It may look like a cute little ladybug, but in battle it's as tough as nails with its ten attacks.</p>	
 <p>157 BAKUFAN TYPE 1: Fire TYPE 2: HEIGHT: 5'7 WEIGHT: 175 lbs. With a collar of flaming embers, Bakufan is a strong Pokémon with a mean flamethrower attack. Ten attacks in all.</p>		 <p>166 REDIAN TYPE 1: Bug TYPE 2: HEIGHT: 4'7 WEIGHT: 78 lbs. A fully evolved Rediba that can learn a bunch of different attacks. It has 11 attacks in all.</p>	
 <p>158 WANINOKO TYPE 1: Water TYPE 2: HEIGHT: 1'11 WEIGHT: 20 lbs. This pre-evolved Water-type Pokémon is easy to train and fight. It has nine attacks.</p>		 <p>167 OTAMARU TYPE 1: Bug TYPE 2: Poison HEIGHT: 1'7 WEIGHT: 18 lbs. This creepy spider-like Pokémon spins a dangerous web of ten attacks.</p>	
 <p>159 ARIGETSU TYPE 1: Water TYPE 2: HEIGHT: 3'7 WEIGHT: 55 lbs. Although it's only the second evolution, Arigetsu can learn strong defensive tactics. It has a whopping 12 attacks!</p>		 <p>168 ARIADOSU TYPE 1: Bug TYPE 2: Poison HEIGHT: 3'7 WEIGHT: 73 lbs. Deadlier than a Black Widow, you don't want this bug sneaking into your bed at night. It has 12 attacks!</p>	
 <p>160 ODAIRY TYPE 1: Water TYPE 2: HEIGHT: 7'6 WEIGHT: 195 lbs. A fearsome crocodile-looking Pokémon that can learn every powerful Water attack. It has a total of 11 attacks in its arsenal.</p>		 <p>169 KUROKOBA TYPE 1: Poison TYPE 2: Flying HEIGHT: 5'10 WEIGHT: 165 lbs. With the ability to learn many poison attacks, Kurokoba is one tough cookie. I don't know how many attacks it has, though.</p>	NOT AVAILABLE
 <p>161 OTACHI TYPE 1: Normal TYPE 2: HEIGHT: 2'7 WEIGHT: 13 lbs. Although it's small in stature, Otachi can slap an unsuspecting trainer senseless with its tail. It has seven attacks.</p>		 <p>170 CHONCHI TYPE 1: Water(?) TYPE 2: HEIGHT: 1'7 WEIGHT: 26 lbs. Hardly anything is known about this weird-looking Pokémon. It has an unknown number of attacks.</p>	NOT AVAILABLE
 <p>162 RANTAN TYPE 1: Water(?) TYPE 2: HEIGHT: 3'11 WEIGHT: 49 lbs. A strange evolution of Chonchi perhaps. What am I talking about, Chonchi is strange to begin with. Unknown number of attacks.</p>			NOT AVAILABLE

GOLD & SILVER POKÉDEX

<p>172 PICHU</p> <table border="1"> <tr> <td>TYPE 1: Electric</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 11 in.</td> <td>WEIGHT: 4 lbs.</td> </tr> </table> <p>A cuter version of Pikachu that will shock you silly. It has an unknown number of attacks.</p>	TYPE 1: Electric	TYPE 2:	HEIGHT: 11 in.	WEIGHT: 4 lbs.			<p>NOT AVAILABLE</p>	<p>182 KEREIHANA</p> <table border="1"> <tr> <td>TYPE 1: Grass</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: Unknown</td> <td>WEIGHT: Unknown</td> </tr> </table> <p>A Grass-type Pokemon of mysterious origins. Proceed with caution, it has five dangerous attacks.</p>	TYPE 1: Grass	TYPE 2:	HEIGHT: Unknown	WEIGHT: Unknown	
TYPE 1: Electric	TYPE 2:												
HEIGHT: 11 in.	WEIGHT: 4 lbs.												
TYPE 1: Grass	TYPE 2:												
HEIGHT: Unknown	WEIGHT: Unknown												
<p>173 PIPI</p> <table border="1"> <tr> <td>TYPE 1: Normal</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 11 in.</td> <td>WEIGHT: 6 lbs.</td> </tr> </table> <p>A baby Clefairy that loves to play around, but has an unknown number of attacks.</p>	TYPE 1: Normal	TYPE 2:	HEIGHT: 11 in.	WEIGHT: 6 lbs.				<p>183 MARIL</p> <table border="1"> <tr> <td>TYPE 1: Water</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: Unknown</td> <td>WEIGHT: Unknown</td> </tr> </table> <p>Although Maril looks like a blue Pikachu, it is really a Water-type Pokemon with an unknown number of attacks.</p>	TYPE 1: Water	TYPE 2:	HEIGHT: Unknown	WEIGHT: Unknown	
TYPE 1: Normal	TYPE 2:												
HEIGHT: 11 in.	WEIGHT: 6 lbs.												
TYPE 1: Water	TYPE 2:												
HEIGHT: Unknown	WEIGHT: Unknown												
<p>174 PUPURIN</p> <table border="1"> <tr> <td>TYPE 1: Normal</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 11 in.</td> <td>WEIGHT: 2 lbs.</td> </tr> </table> <p>Pupurin, a baby Jigglypuff, may be small, but they can sing better than the Backstreet Boys.</p>	TYPE 1: Normal	TYPE 2:	HEIGHT: 11 in.	WEIGHT: 2 lbs.				<p>184 MARIRU</p> <table border="1"> <tr> <td>TYPE 1: Water</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 2'7</td> <td>WEIGHT: 62 lbs.</td> </tr> </table> <p>An evolved version of Maril who can learn many powerful Water techniques. It has an unknown number of attacks.</p>	TYPE 1: Water	TYPE 2:	HEIGHT: 2'7	WEIGHT: 62 lbs.	<p>NOT AVAILABLE</p>
TYPE 1: Normal	TYPE 2:												
HEIGHT: 11 in.	WEIGHT: 2 lbs.												
TYPE 1: Water	TYPE 2:												
HEIGHT: 2'7	WEIGHT: 62 lbs.												
<p>175 TOGEPI</p> <table border="1"> <tr> <td>TYPE 1: Normal</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: Unknown</td> <td>WEIGHT: Unknown</td> </tr> </table> <p>This little Pokemon has finally come out of its shell with a stunning seven attacks in its arsenal.</p>	TYPE 1: Normal	TYPE 2:	HEIGHT: Unknown	WEIGHT: Unknown				<p>185 USOKKI</p> <table border="1"> <tr> <td>TYPE 1: Rock</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 3'11</td> <td>WEIGHT: 83 lbs.</td> </tr> </table> <p>This walking, talking tree is easy to find but tough to defeat. It has nine attacks.</p>	TYPE 1: Rock	TYPE 2:	HEIGHT: 3'11	WEIGHT: 83 lbs.	
TYPE 1: Normal	TYPE 2:												
HEIGHT: Unknown	WEIGHT: Unknown												
TYPE 1: Rock	TYPE 2:												
HEIGHT: 3'11	WEIGHT: 83 lbs.												
<p>176 TOGECHIKU</p> <table border="1"> <tr> <td>TYPE 1: Normal</td> <td>TYPE 2: Flying</td> </tr> <tr> <td>HEIGHT: 1'11</td> <td>WEIGHT: 7 lbs.</td> </tr> </table> <p>An evolved version of Togepi that can learn more than five attacks.</p>	TYPE 1: Normal	TYPE 2: Flying	HEIGHT: 1'11	WEIGHT: 7 lbs.				<p>186 NYOROTONO</p> <table border="1"> <tr> <td>TYPE 1: Grass(?)</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 3'7</td> <td>WEIGHT: 74 lbs.</td> </tr> </table> <p>A mysterious Pokemon of an unknown type with an unknown number of attacks. It sure is cute though.</p>	TYPE 1: Grass(?)	TYPE 2:	HEIGHT: 3'7	WEIGHT: 74 lbs.	<p>NOT AVAILABLE</p>
TYPE 1: Normal	TYPE 2: Flying												
HEIGHT: 1'11	WEIGHT: 7 lbs.												
TYPE 1: Grass(?)	TYPE 2:												
HEIGHT: 3'7	WEIGHT: 74 lbs.												
<p>177 NEITEI</p> <table border="1"> <tr> <td>TYPE 1: Flying(?)</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 7 in.</td> <td>WEIGHT: 4 lbs.</td> </tr> </table> <p>Sylvester the Cat would love to get his claws on this green Tweety-like Pokemon. It has an unknown number of attacks.</p>	TYPE 1: Flying(?)	TYPE 2:	HEIGHT: 7 in.	WEIGHT: 4 lbs.		<p>NOT AVAILABLE</p>		<p>187 HANE</p> <table border="1"> <tr> <td>TYPE 1: Grass</td> <td>TYPE 2: Flying</td> </tr> <tr> <td>HEIGHT: 1'3</td> <td>WEIGHT: 1 lbs.</td> </tr> </table> <p>This Grass Pokemon looks like a tomato, but flies like an airplane. It has ten attacks.</p>	TYPE 1: Grass	TYPE 2: Flying	HEIGHT: 1'3	WEIGHT: 1 lbs.	
TYPE 1: Flying(?)	TYPE 2:												
HEIGHT: 7 in.	WEIGHT: 4 lbs.												
TYPE 1: Grass	TYPE 2: Flying												
HEIGHT: 1'3	WEIGHT: 1 lbs.												
<p>178 NEITEIO</p> <table border="1"> <tr> <td>TYPE 1: Flying(?)</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 4'11</td> <td>WEIGHT: 33 lbs.</td> </tr> </table> <p>An evolved version of Neitei that seems to have eyes on its chest. It has an unknown number of attacks.</p>	TYPE 1: Flying(?)	TYPE 2:	HEIGHT: 4'11	WEIGHT: 33 lbs.		<p>NOT AVAILABLE</p>		<p>188 POPO</p> <table border="1"> <tr> <td>TYPE 1: Grass</td> <td>TYPE 2: Flying</td> </tr> <tr> <td>HEIGHT: 1'11</td> <td>WEIGHT: 2 lbs.</td> </tr> </table> <p>An strange evolved version of Hane that is green and mean. I thought tomatoes turn red when ripe. Twelve attacks in all.</p>	TYPE 1: Grass	TYPE 2: Flying	HEIGHT: 1'11	WEIGHT: 2 lbs.	
TYPE 1: Flying(?)	TYPE 2:												
HEIGHT: 4'11	WEIGHT: 33 lbs.												
TYPE 1: Grass	TYPE 2: Flying												
HEIGHT: 1'11	WEIGHT: 2 lbs.												
<p>179 MERIIPU</p> <table border="1"> <tr> <td>TYPE 1: Electric</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 1'11</td> <td>WEIGHT: 17 lbs.</td> </tr> </table> <p>Don't sneak up behind this sheep-like Pokemon at night, its shockingly strong with seven attacks to fend off Poké Balls.</p>	TYPE 1: Electric	TYPE 2:	HEIGHT: 1'11	WEIGHT: 17 lbs.				<p>189 Watakko</p> <table border="1"> <tr> <td>TYPE 1: Grass</td> <td>TYPE 2: Flying</td> </tr> <tr> <td>HEIGHT: 2'7</td> <td>WEIGHT: 6 lbs.</td> </tr> </table> <p>The final evolved version of Hane is a Pokemon to be reckoned with. It has a butt-kicking 12 attacks.</p>	TYPE 1: Grass	TYPE 2: Flying	HEIGHT: 2'7	WEIGHT: 6 lbs.	
TYPE 1: Electric	TYPE 2:												
HEIGHT: 1'11	WEIGHT: 17 lbs.												
TYPE 1: Grass	TYPE 2: Flying												
HEIGHT: 2'7	WEIGHT: 6 lbs.												
<p>180 MOKOKO</p> <table border="1"> <tr> <td>TYPE 1: Electric</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 2'7</td> <td>WEIGHT: 29 lbs.</td> </tr> </table> <p>Electric attacks are what Mokoko knows best, so be on your toes when battling. It has eight attacks that'll rock your world.</p>	TYPE 1: Electric	TYPE 2:	HEIGHT: 2'7	WEIGHT: 29 lbs.				<p>190 EIPAMU</p> <table border="1"> <tr> <td>TYPE 1: Normal</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 2'7</td> <td>WEIGHT: 25 lbs.</td> </tr> </table> <p>This Normal-type Pokemon can slap you around with its handy tail. It has eight attacks.</p>	TYPE 1: Normal	TYPE 2:	HEIGHT: 2'7	WEIGHT: 25 lbs.	
TYPE 1: Electric	TYPE 2:												
HEIGHT: 2'7	WEIGHT: 29 lbs.												
TYPE 1: Normal	TYPE 2:												
HEIGHT: 2'7	WEIGHT: 25 lbs.												
<p>181 DENRYU</p> <table border="1"> <tr> <td>TYPE 1: Psychic</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 4'7</td> <td>WEIGHT: 135 lbs.</td> </tr> </table> <p>Psychic attacks that can ruin your day are part of this Pokemon's grab bag of attacks. Ten attacks in all.</p>	TYPE 1: Psychic	TYPE 2:	HEIGHT: 4'7	WEIGHT: 135 lbs.				<p>191 HIMANATTSU</p> <table border="1"> <tr> <td>TYPE 1: Grass</td> <td>TYPE 2:</td> </tr> <tr> <td>HEIGHT: 11 in.</td> <td>WEIGHT: 3 lbs.</td> </tr> </table> <p>It looks like a pineapple, but this Grass-type Pokemon packs a punch with six attacks. Dole won't be knocking on its door.</p>	TYPE 1: Grass	TYPE 2:	HEIGHT: 11 in.	WEIGHT: 3 lbs.	
TYPE 1: Psychic	TYPE 2:												
HEIGHT: 4'7	WEIGHT: 135 lbs.												
TYPE 1: Grass	TYPE 2:												
HEIGHT: 11 in.	WEIGHT: 3 lbs.												



GOLD & SILVER POKÉDEX

**192 KIMAWARI**

TYPE 1: Grass

TYPE 2:

HEIGHT: 2'7

WEIGHT: 18 lbs.

This flower-like Pokémon has a sunny disposition. It has seven attacks for those days it's in a bad mood.

**202 SONANSU**

TYPE 1: Water(?)

TYPE 2:

HEIGHT: 4'3

WEIGHT: 62 lbs.

A waterdrop-like monster that looks as menacing as a tornado. It has an unknown number of attacks.

NOT AVAILABLE**193 YANYANMA**

TYPE 1: Bug(?)

TYPE 2:

HEIGHT: 3'11

WEIGHT: 83 lbs.

This big bug floats like a butterfly and stings like a bee. It has an unknown number of attacks.

NOT AVAILABLE**203 KIRINRIKI**

TYPE 1: Psychic(?)

TYPE 2:

HEIGHT: 4'11

WEIGHT: 91 lbs.

This two-ended Pokémon looks like it could be a mascot for Toys'R Us. It has an unknown number of attacks.

NOT AVAILABLE**194 UPAA**

TYPE 1: Water

TYPE 2: Ground

HEIGHT: 1'3

WEIGHT: 18 lbs.

Maybe the antenna-like ears on this watery creature helps it get good reception. It has eight attacks.

**204 KUNUGIDAMA**

TYPE 1: Bug

TYPE 2:

HEIGHT: 1'11

WEIGHT: 15 lbs.

What's this? A pinecone fell off of a tree. Nope, it's a new Pokémon.

**195 NUO**

TYPE 1: Water

TYPE 2: Ground

HEIGHT: 4'7

WEIGHT: 165 lbs.

This big boy is at home on both land and sea with its eight attacks.

**205 FUORETOSU**

TYPE 1: Bug

TYPE 2:

HEIGHT: 3'11

WEIGHT: 277 lbs.

Don't get stuck in a minefield of these Pokémon. It has ten explosive attacks.

**196 EFUU**

TYPE 1: Psychic(?)

TYPE 2:

HEIGHT: 2'9

WEIGHT: 52 lbs.

A forked-tail Pokémon that looks light on its feet and quick to strike with its ten attacks.

**206 HOKOCHI**

TYPE 1: Water(?)

TYPE 2:

HEIGHT: 4'11

WEIGHT: 30 lbs.

This Pokémon is truly a monstrous sight to behold. It has an unknown number of attacks.

NOT AVAILABLE**197 YANYAN**

TYPE 1: Psychic(?)

TYPE 2:

HEIGHT: 3'3

WEIGHT: 59 lbs.

A bunny-eared pocket monster that would definitely beat the tortoise in a race. It has a whopping ten attacks.

**207 GURAIGA**

TYPE 1: Bug(?)

TYPE 2:

HEIGHT: 3'7

WEIGHT: 142

A bat gets stuck in a teleportation device with a crab and look at what you get! Its number of attacks is unknown.

**198 YAMIKARASU**

TYPE 1: Flying

TYPE 2:

HEIGHT: 1'7

WEIGHT: 4 lbs.

This crow looks like it flies around on a broom and cackles. It has an unknown number of attacks.

**208 HAGANERU**

TYPE 1: Ground

TYPE 2:

HEIGHT: 30 ft.

WEIGHT: 881 lbs.

Haganeru looks like a snake without any skin. Eeeewww. Its big and mysterious with an unknown number of attacks.

**199 YADDOKING**

TYPE 1: Water

TYPE 2: Psychic

HEIGHT: Unknown

WEIGHT: Unknown

This evolution of Slowpoke translates Poképeak into human speak, but its number of attacks are unknown.

**209 SNUBBLE**

TYPE 1: Normal

TYPE 2:

HEIGHT: 1'11

WEIGHT: 17 lbs.

Although I don't know how many attacks it has, this is one tough bulldog ballerina. 'Nuff said.

NOT AVAILABLE**200 MUUMA**

TYPE 1: Ghost(?)

TYPE 2:

HEIGHT: 2'3

WEIGHT: 2 lbs.

This ghostly sight looks like its all hair and attitude. It's mysterious with an unknown number of attacks.

**210 GURAMBURA**

TYPE 1: Normal(?)

TYPE 2:

HEIGHT: 4'7

WEIGHT: 107 lbs.

This junkyard dog has incisors that can penetrate raw steel. It has an unknown number of attacks.

NOT AVAILABLE**201 ANNOON**

TYPE 1: Psychic

TYPE 2:

HEIGHT: 1'7

WEIGHT: 11 lbs.

Annoon can be found in many different forms and will be featured in the third movie. It has one attack.

**211 HARIEN**

TYPE 1: Water(?)

TYPE 2:

HEIGHT: 1'7

WEIGHT: 8 lbs.

A flying puffer fish that you wouldn't want to meet in a sushi bar. It has an unknown number of attacks.

NOT AVAILABLE



212 HATSAMU TYPE 1: Bug(?) TYPE 2: HEIGHT: 5'10 WEIGHT: 260 lbs. Hatsamu can tear flesh and rock with its frightening mandible claws. It has a deadly but unknown arsenal.	222 SANIGO TYPE 1: Water TYPE 2: HEIGHT: 1'11 WEIGHT: 11 lbs. A jellyfish-like blob, Sanigo may have a wicked sting. It has an unknown number of attacks.	NOT AVAILABLE
213 TSUBOTUBO TYPE 1: Bug TYPE 2: Rock HEIGHT: Unknown WEIGHT: Unknown This shy little guy withdraws its head in and out of its shell when it gets excited. It has seven attacks to fend off foes.	NOT AVAILABLE	223 TEPPOUO TYPE 1: Water TYPE 2: HEIGHT: 1'11 WEIGHT: 26 lbs. I'm not sure if this Pokémon will fit in your goldfish bowl. This fellow looks like a relative of Magikarp.
214 HERAKUROSA TYPE 1: Bug TYPE 2: Fighting HEIGHT: 4'11 WEIGHT: 119 lbs. This beetle-like monster's shell is tough as nails. It also has nine attacks when it needs to go on the offensive.	224 OKUTAN TYPE 1: Water TYPE 2: HEIGHT: 2'11 WEIGHT: 62 lbs. You wouldn't want to be caught in the tentacles of this octopus-like Pokémon. It has an unknown number of attacks.	NOT AVAILABLE
215 NYURA TYPE 1: Grass(?) TYPE 2: HEIGHT: 2'11 WEIGHT: 61 lbs. This feline is nimble and deadly with razor-sharp feathers and claws. Unfortunately, I'm not sure how deadly.	225 DERIBADO TYPE 1: Flying(?) TYPE 2: HEIGHT: 2'11 WEIGHT: 35 lbs. Ho, ho, ho! This penguin impersonating Santa is sure to get a laugh. It has an unknown number of attacks.	NOT AVAILABLE
216 HIMEGUMA TYPE 1: Normal(?) TYPE 2: HEIGHT: 1'11 WEIGHT: 19 lbs. This deceptive cutie will become a deadly grizzly when it evolves. It has an unknown number of attacks.	NOT AVAILABLE	226 MATA TYPE 1: Water TYPE 2: HEIGHT: 6'10 WEIGHT: 485 lbs. Although not as fast a Corvette Stingray, this water monster's quick to sting. It has an unknown number of attacks.
217 RINGUMA TYPE 1: Normal(?) TYPE 2: HEIGHT: 5'10 WEIGHT: 277 lbs. This bad boy ain't no circus animal. A trainer would have a hard time controlling this rambunctious bear.	NOT AVAILABLE	227 EAMUDO TYPE 1: Flying(?) TYPE 2: HEIGHT: 5'6 WEIGHT: 111 lbs. This buzzard may circle those parched Pokémon lost in a desert. It has an unknown number of attacks.
218 MAGUMAGGU TYPE 1: Fire(?) TYPE 2: HEIGHT: 2'3 WEIGHT: 77 lbs. Ouch! Don't burn me! This hot lava monster is one fiery fiend. It has an unknown number of attacks.	NOT AVAILABLE	228 DERUBIRU TYPE 1: Fire TYPE 2: HEIGHT: 1'11 WEIGHT: 23 lbs. A husky that's a sight to behold when you're stuck in an avalanche. It has an unknown number of attacks.
219 MAGUKARUGO TYPE 1: Fire(?) TYPE 2: HEIGHT: 2'7 WEIGHT: 121 lbs. This gooey Pokémon has an unknown number of attacks, but I'm sure its too hot to handle.	NOT AVAILABLE	229 HERUGA TYPE 1: Fire TYPE 2: HEIGHT: 4'7 WEIGHT: 77 lbs. This fire-breathing devilish dog would give any trainer a run for the money. It has an unknown number of attacks.
220 URIMU TYPE 1: Normal(?) TYPE 2: HEIGHT: 1'3 WEIGHT: 14 lbs. Not much is known about this strange little fellow, including the number of attacks it has.	NOT AVAILABLE	230 KINGUDORA TYPE 1: Water TYPE 2: Dragon HEIGHT: 5'10 WEIGHT: 335 lbs. This pocket monster looks like a mutated sea monkey. It has an unknown number of attacks.
221 INOMU TYPE 1: Ground TYPE 2: HEIGHT: 3'7 WEIGHT: 123 lbs. A woolly mammoth-like Pokémon that survived the ice age. It has an unknown number of attacks.	NOT AVAILABLE	231 GOMAZOU TYPE 1: Normal(?) TYPE 2: HEIGHT: 1'7 WEIGHT: 73 lbs. This elephant-like Pokémon won't fight for peanuts. It has an unknown number of attacks.

GOLD & SILVER POKÉDEX



232 DONFAN

TYPE 1: Ground	TYPE 2:
HEIGHT: Unknown	WEIGHT: Unknown

This beast won't tread lightly when it's put into a Pokémon battle. It has an unknown number of attacks.



242 HAPINASU

TYPE 1: Normal	TYPE 2:
HEIGHT: 4'11	WEIGHT: 103 lbs.

A Chansey relative, this egg-shaped pocket monster carries around an egg of its very own. It has an unknown number of attacks.



243 RAIKOU

TYPE 1: Electric(?)	TYPE 2:
HEIGHT: 6'2	WEIGHT: 392 lbs.

Not much is known about Raikou, but you wouldn't want to meet this fearsome beast in Viridian Forest.



233 PORIGON 2

TYPE 1: Normal	TYPE 2:
HEIGHT: 1'11	WEIGHT: 71 lbs.

It's unknown how many attacks this evolution to the original Porygon.

NOT AVAILABLE



234 ODOSHISHI

TYPE 1: Normal	TYPE 2:
HEIGHT: 4'7	WEIGHT: 156 lbs.

I doubt you could mount this eight-point buck on your wall. This reindeer-like Pokémon's got seven attacks.



244 ENTEI

TYPE 1: Fighting(?)	TYPE 2:
HEIGHT: 6'10	WEIGHT: 436 lbs.

This majestic specimen could be an evolution of the Raikou, but it's more likely this lion-like monster is a species of its own.



235 DOOBURU

TYPE 1: Normal(?)	TYPE 2:
HEIGHT: 3'11	WEIGHT: 127 lbs.

Picasso he ain't. But at night, this little guy sure can paint the town red. It has an unknown number of attacks.



245 SUIKUN

TYPE 1: Water(?)	TYPE 2:
HEIGHT: 6'6	WEIGHT: 512 lbs.

Another sleek feline, this Pokémon moves like poetry in motion. It looks dangerous, but its number of attacks is unknown.



236 BARUKI

TYPE 1: Fighting(?)	TYPE 2:
HEIGHT: 2'3	WEIGHT: 46 lbs.

Everybody's kung-fu fighting. This rascally fellow is fast on his feet and has fists of fury. It has an unknown number of attacks.



246 YOGIRASU

TYPE 1: Water(?)	TYPE 2:
HEIGHT: 1'11	WEIGHT: 158 lbs.

A frog-like Pokémon that probably won't become a prince if you kiss it. It has an unknown number of attacks.



237 KAPOERA

TYPE 1: Fighting	TYPE 2:
HEIGHT: 4'7	WEIGHT: 105 lbs.

This spinning-top martial artist is fast on its head and deadly with its feet. It has an unknown number of attacks.



247 SANGIRASU

TYPE 1: Bug	TYPE 2:
HEIGHT: 3'11	WEIGHT: 335 lbs.

I hope this critter has a better attack than Metapod's Harden. It has an unknown number of attacks.



238 MUCHURU

TYPE 1: Psychic	TYPE 2:
HEIGHT: 1'3	WEIGHT: 13 lbs.

This wicked psychic will make you think your a chicken. Cluck, cluck. It has an unknown number of attacks.



248 BANGIRASU

TYPE 1: Ground(?)	TYPE 2:
HEIGHT: 6'6	WEIGHT: 445 lbs.

Tokyo was evacuated once before for a beast that looked like this. This Pokémon looks ready to rumble.



239 ELEKID

TYPE 1: Electric	TYPE 2:
HEIGHT: 2'11	WEIGHT: 51 lbs.

Ready to take the limelight from Pikachu, this electric Pokémon appears in the upcoming Pokémon movie.



249 LUGIA

TYPE 1: Flying	TYPE 2: Psychic
HEIGHT: 17'	WEIGHT: 476 lbs.

This Pokémon is the star of the upcoming Pokémon movie and has the ability to telepathically talk with Ash and pals.



240 BUBII

TYPE 1: Fire	TYPE 2:
HEIGHT: 2'3	WEIGHT: 47 lbs.

Even as a youngster, the baby version of Magmar, has some flamethrower attacks. It has an unknown number of attacks.



250 HOHOU

TYPE 1: Flying	TYPE 2:
HEIGHT: 12'5	WEIGHT: 438 lbs.

Houhou is another major Pokémon. He appears on the box cover of *Pokémon Gold*, but has an unknown number of attacks.



241 MILK TANK

TYPE 1: Normal	TYPE 2:
HEIGHT: 3'11	WEIGHT: 166 lbs.

Got milk? Well this Pokémon does, although we don't know what good a milkshake attack will do...



251 SEREBII

TYPE 1: Ghost(?)	TYPE 2:
HEIGHT: 1'11	WEIGHT: 11 lbs.

This Casper-like monster is no friendly ghost. It has an unknown number of attacks.





Win Mac's Pack!

Hey Pokémaniacs!

Nintendo and Game Freak have created a hundred new Pokémons, and they're on the way, but I want to see what you can come up with. That's right, I want you to create your very own never-before-seen Pokémons! You can base your design on an existing Pokémons, your family pet, or any other kind of person or animal! Have fun, go nuts! Draw it, name it, tell me what type it is, and what it can do, then send it in!

I'll pick the best three and they'll appear in an upcoming magazine being produced by my Hard Core Gaming Guide buds here at Imagine. You could win the pack right off my back! It's filled with awesome Pokégear that will help you as you set off on your own Pokémons adventure!

What are you waiting for?! The clock's a tickin', start drawing and creating your Pokémons!



Here are some things to keep in mind as you start drawing:

- Submissions can be on any form of unlined paper or posterboard.
- You can use pen, pencil, paint, crayon, or markers. Neon ink will not print.
- Artwork cannot be larger than 8 1/2" X 11"
- Do not fold or bend your artwork. Mail it flat if possible.
- Please include a photo of yourself with each entry. Your name, address, date of birth, and telephone number should be on the back.



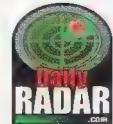
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prize shown is not available or it becomes impossible for the sponsor to award the prize, a prize of equal value will be substituted. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. The name of the winner and their creation will appear in an upcoming Imagine Media publication and on our website www.dailyradar.com. Neither Imagine Media, JanSport, Tiger Electronics, Atlantic Records, Trendmasters or Nintendo shall be responsible for any damages or expenses that winners might incur as a result of this contest or the receipt of any prize.

TOON TIME



Sit Back, Relax, It's Show Time!



It's the number-one rated kids' show on TV. Since its debut in Japan in 1997, Pikachu and pals have been entertaining audiences the world over. The cartoon is one of the best ways to

experience the world of Pokémon 'cause it shows more of Ash's world than a game ever could — and each week we're treated to a new adventure! I've watched and reviewed the first thirty-six episodes, made comments



Guide to Ratings



about major events, and marked most of the introductions of a Pokémon or Trainer. Check out this guide for cool things that you may have missed and watch 'em all again.

1 Pokemon, I Choose You!



A t age 10, Ash is already a legend in his own mind. When he borrows a card and shows up late to catch his first Pikachu, he gets stuck with a Pikachu that doesn't want anything to do with him. Ash isn't a good guy, but he tries his best to catch a Pikachu and ends up inspiring a flock of Spearows.

• **Poké Facts:** Ash is the ultimate Poké master. Just check out his Pokédex. He has a great collection of Pokémons that ranges from basic to the classics to many of the Mewtwo and Mew.

• **Poké Facts:** In Pokémon Red and Blue or the Game Boy Advance, you play Ash, but you can't pick Pikachu as your starting Pokémon. In POKÉMON GOLD, you have to pick Pikachu as your first Pokémon. The starting Pikachu is more interesting than the one in Blue, and like the one in the movie, it doesn't like being coaxed up in a Poké Ball. Instead, it likes to follow you around. Best Pokémons: Mewtwo & Spearow attack, though both pretty cool. Then, Ash uses a weird yet unique Pikachu to do what Pikachu does best — blow the spectators away with a spectacular Thunder Shock attack.

• **Big Moment:** Pikachu introduces Pikachu and Misty.



2 Pokémon Emergency

Pikachu is in bad shape after delivering a whole lot of Spearows. Ash and Misty rush to the Pokémon Center in Viridian City and end up delivering it from Team Rocket.

• **Poké Facts:** There is a secret card in the Pokémon card game called "Pokémon Center" that heals all of your injured Pokémons but uses one Energy card from each of them. Best Pokémons: Ash and Pikachu.

• **Big Moment:** Pikachu ends up getting captured by Team Rocket, but ends up being freed by Misty's little sister, Trixie. A Spearow then destroys the Pokémon Center. The catchphrase they have is "Pikachu out to catch 'em all" which is a pretty cool motto for a pokémon.

• **Landmark:** This is the first appearance of Team Rocket, Officer Jenny, and Nurse Joy.



3 Ash Catches a Pokémon

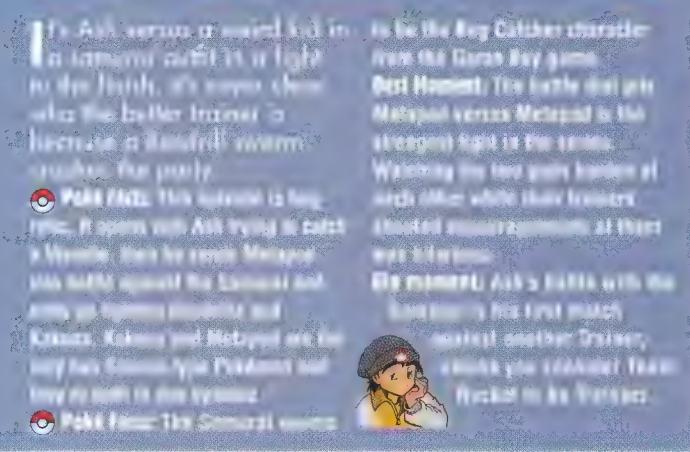
Ash finally catches two Pokémons, a Caterpie and a Pidgeotto, in the Viridian Forest. Team Rocket shows up and tells him to hand over Pikachu. He refuses, they fight. Ash wins. It's a pokémon fight you'll see throughout the cartoon series.

• **Poké Facts:** According to Ash's Pokédex, his Caterpie missed the Moltan move, which is why this Caterpie is all muted.

• **Big Moment:** At the beginning of the episode, Officer Jenny and Misty have a hard time. Officer Jenny can't remember what they're saying, but Officer Jenny's Caterpie is telling her about the life cycle and how it can teach her memory & teamwork.

• **Landmark:** This is the first appearance of Team Rocket, Officer Jenny, and Nurse Joy.



4 Challenge of the Samurai

5 Showdown in Pewter City


Ash finally makes it to a gym and all he wants is a badge. He ends up making a friend and gets the badge too, but doesn't really earn either.

Poké Facts: The second time Pikachu has had to eat volts. The first time was during his initial battle against Team Rocket when Ash used a bicycle generator to help Pikachu beat Meowth. They use the same trick against Lieutenant Surge in "Electric Shock Showdown."

Poké Facts: Before Brock joined up

with Ash and Misty, he plays mommy to a small herd of kids. Check out his apron.

Best Moment: Brock's dad helps Ash win his badge by powering up Pikachu. They hook up a generator to an old paddlewheel and pump energy into the little guy until he starts to glow.

Big moment: Brock is introduced and Ash gets his first badge by beating Brock at the Pewter City Gym.


6 Clefairy and the Moon Stone

Ash and friends go to Mount Moon and defend a Clefairy against Team Rocket. The Metronome is seen in action!

Poké Facts: Just like in the game, the Moon Stone is the first Evolution Stone introduced.

Poké Facts: In the video game, the Clefairy's Metronome uses a randomly selected technique. In the card

game, it mimics one of your opponent's attacks. In the cartoon, it causes a really big explosion that rips open the earth. Techniques are cool, but I prefer the big explosion.

Best Moment: When an explosion rips apart the Moon Stone, little chunks of

it rain down on a crowd of Clefairy, evolving dozens of them into Clefables.


7 The Water Flowers of Cerulean City

Ash and pals go to Cerulean City and a bit of Misty's past is revealed. Her sisters live there. They're talented and beautiful, but annoying. Team Rocket tries to suck up all the Water Pokémons in Cerulean City, but Pikachu cuts loose with a blast that sends them flying. Will Jesse and James ever learn?

Poké Facts: The Sensational Sisters were created for the cartoon. In the Game Boy game, they don't exist. You fight Misty for the Cascade Badge but she never mentions her sisters.

Poké Facts: Ash's first two badges are given to him by Brock and Misty. In both cases, he doesn't really earn his badge — and won't until he beats Lieutenant Surge to win the Thunder Badge.

Best Moment: Misty's sisters give Ash his badge without a fight. Misty demands to be allowed to fight in their place — and turns out to be a pretty good Trainer.

Big moment: Ash gets his second badge from Misty and her sisters as a reward for helping them.


8 The Path to the Pokémon League


Ash faces his first real challenge when he meets AJ, a trainer who's won 98 matches in a row. He fights and loses, proving once again that he has a lot to learn.

Poké Facts: In the cartoon, Ash chooses Pidgeotto to fight AJ's Sandshrew, even though he usually leads off with Pikachu. If he were playing the card game, this would be a good choice because Sandshrew's Resistance to electrical attacks would give it a definite edge against Pikachu.

Best Moment: AJ uses special exercise equipment, like exercise bands, to train his Pokémons. When Pikachu tries to use the bands, he's jerked into a little ball and has to be rescued. Pikachu bowling anyone?


9 The School of Hard Knocks

In this episode, our hero faces the most terrifying of all foes — elitist snobs from an exclusive school. Ash wanders out of a thick mist onto the grounds of Pokémon Tech and ends up defending a young student from bullies. Go Ash!

Poké Facts: Jesse and James

both went to Pokémon Tech but flunked out.

Best Moment: Ash is humbled when he takes a test and fails miserably.





10 Bulbasaur and the Hidden Valley

Bulbasaur is one of my favorite Pokémons. In this episode, Ash and company defend a wilderness haven for injured Pokémons against Team Rocket. Bulbasaur is the star of the show.

• **Poké Facts:** In the *Red* and *Blue* Game Boy game, you can only get Bulbasaur as a starting Pokémon. If you chose Charmeleon or Squirtle,

you had to trade for Bulbasaur. Bulbasaur can learn nine techniques, thirteen TMs, and Cut, an important HM that lets you chop your way through obstructions, this makes him a very popular Pokémon.

Best Moment: Team Rocket falls into one of the pit traps that protect the haven from intruders.

Big moment: Bulbasaur joins Ash's team.

11 Charmander—The Stray Pokémon

Charmander is abandoned by its cruel and thoughtless trainer, and it's up to Ash and gang to save it.

• **Poké Facts:** Charmander and Ash are great friends. When it evolves into Charmeleon, though, it gets grumpy and stubborn. In its final evolution as Charizard, it gets even worse and usually ignores Ash alto-

gether. In fact, when Ash finally makes it to the Pokémon League, Charizard costs him an important match. There's gratitude for you!

Best Moment: When Charmander realizes that its trainer is neglectful and decides to go with Ash instead.

Big moment: Ash becomes Charmander's Trainer.



12 Here Comes the Squirtle Squad



all look alike, they're all police officers, and they're all named Jenny. She even has a picture that shows nine of them sitting together!

• **Poké Facts:** This episode is the first time the Rockets use Meowth's unique talent to help them in their schemes. All Pokémons can understand each other. Only Meowth can speak to both Pokémons and humans. This means Meowth can serve as a translator.

Best Moment: Team Rocket turns against the Squirtle Squad and drops bombs on them. Ash shields the Squirtle leader with his body.

Big moment: At the end of the episode, the Squirtle leader takes off the sunglasses and joins Ash.



What could be cooler than a Squirtle gang with a leader who wears sunglasses? Nothing. When Team Rocket tricks the mischievous Squirtles into helping them capture Pikachu, Ash has to convince them that humans can be their friends.

• **Poké Facts:** Early in this episode, Officer Jenny tells Ash her cousins

13 Mystery at the Lighthouse

Team Rocket crushes the dreams of Bill, a Pokémon Researcher. Bill studied Pokémons in his lighthouse while he was waiting for an unidentified Water Pokémon he had discovered years earlier to make contact with him.

• **Poké Facts:** Bill shows Ash several extinct Pokémons. Ash ends up getting a much better look at these Pokémons

in "Attack of the Prehistoric Pokémons." The photographer, Todd, gets a photo of an Aerodactyl carrying Ash in its claws, as seen in the "Pokémon Paparazzi" episode.

Best Moment: When Team Rocket opens fire on the unidentified

Pokémons with their bazookas, James says that "this is rotten, even for us." He got that right.



14 Electric Shock Showdown



Pikachu versus Raichu for the Thunder Badge. It seems like an unfair match until Ash realizes that the Raichu was evolved too early. Ash discovers Pikachu has faster attacks, which it can use to beat the Raichu.

• **Poké Facts:** Nurse Jenny offers Ash a Thunder Stone after Lieutenant Surge's Raichu beats Ash and Pikachu. Ash lets Pikachu decide whether to evolve and the Pokémon refuses the stone. This is the first time one of Ash's Pokémons refuses to evolve, but it won't be the last. Bulbasaur faces a similar choice a

few episodes down the line.

• **Poké Facts:** In *Pokémon Yellow*, you always start the game with Pikachu but you can't evolve the little guy. The only way to get a Raichu is to trade with a friend.

• **Poké Facts:** In the card game, the 40 HP Pikachu is clearly inferior to the 80 HP Raichu. However, there is a slim chance Pikachu could win a one-on-one fight.

Best Moment: Team Rocket is so overwhelmed by Pikachu's brave struggle against incredible odds, they burst into tears. They show up later disguised as a "booster squad" to cheer Pikachu on. Even Team Rocket recognizes a true hero when they see one.

Big moment: Ash gets his Thunder Badge. This is the first badge that he actually earns by beating a Gym Leader. Misty and Brock finally stop criticizing him long enough to congratulate him.



15 Battle Aboard the St. Anne



Team Rocket has taken over the lighthouse and is causing chaos in order to steal the Pokémons inside. The team has been using Meowth to help them with their schemes. All the Pokémons are under human control, including James, and Meowth.

• **Poké Facts:** Todd, the lighthouse keeper, is the first human to ever catch a Zubat. The Zubat he caught was the first Zubat ever to be caught.

• **Poké Facts:** In the card game, the 100 HP St. Anne is the only Water Pokémon that can be traded in. It is the only Water Pokémon that can be traded in.

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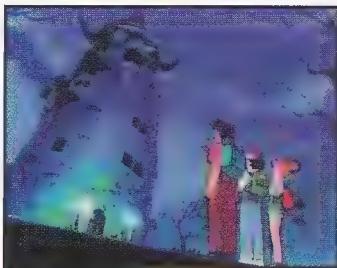
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22 The Tower of Terror



Ash must brave the terrors of a haunted tower to get a Ghost-type Pokémon that will defeat Sabrina and her Psychic Pokémon. He's expecting to be terrorized by horrific visions, but the ghosts who live there are lonely and playful. At the end of

the episode, Haunter agrees to help Ash battle Sabrina.

Poké Facts: The Tower is "haunted" by Gastly, Haunter, and Gengar. All three are evolutions of the same Pokémon. Gastly can evolve into Haunter with experience, but you can only evolve a Haunter into a Gengar by trading for it.

Poké Facts: There's a Tower of Terror in the Game Boy game. It's called the Pokémon Tower and it's full o' Gastlies and Haunters.

Best Moment: When Ash and Pika get knocked out, they become ghosts themselves. Even as a ghost, Pikachu was still really cute.



23 Haunter vs. Kadabra

It's back to the Saffron City Gym for another match with Sabrina. The Sabrina episodes didn't make a whole lot of sense and didn't seem to fit in with the rest of the series. After Ash endures another barrage of psychic abuse, the Haunter from the Tower defeats Sabrina by making her laugh. Strange.

Poké Facts: In the Pokémon card game, Haunter versus Kadabra is fair. Both are evolved and have 60 HP. Haunter can start using Hypnosis with one Energy and Dream Eater when it has two Energy. Abra has to have three

Energy to use its Super Psy attack. Dream Eater and Super Psy both do 50 points of damage, but Dream Eater only works if the defending Pokémon is asleep. Haunter can put Pokémon to sleep with Hypnosis, but Kadabra gets two chances every turn to wake up. Since Sleep is unreliable, Kadabra would probably be the winner.

Best Moment: Sabrina turns Brock and Misty into dolls when Haunter abandons Ash in the Gym. She puts the Brock and Misty dolls in her dollhouse where they meet the doll that was once her mother. Creepy!



24 Primeape Goes Bananas



As fun as a barrel of monkeys! On his way to Celadon City, Ash messes around with a Mankey and ends up capturing a Primeape.

Poké Facts: The card game version of Mankey didn't appear until the Jungle Expansion, but it was worth the wait. It has a useful power that lets the player who controls it peek at prize cards. Primeape also appears

in Jungle. It has 70 HP with a Tantrum attack that does 50 damage and has a fifty percent chance of confusing its opponent. No wonder Team Rocket was scared of it.

Poké Facts: In the cartoon, the hat Ash wears is an official Pokémon League hat that he got by winning a contest. In the real world, kids can buy a hat just like the one Ash wears for about \$12.

Poké Facts: Primeape comes in useful in "The Punchy Pokémon" episode, when Ash needs a Fighting-type Pokémon to enter the P1 Pokémon Tournament.

Best Moment: When Team Rocket abuses Mankey, it evolves into a Primeape and turns the tables on the bungling duo.



25 Pokémon Scent-sation



Poké Facts: Ash wears a dress this episode, but James is the champion cross-dresser. James even goes so far as to parade around in a stuffed bikini in the "Holiday at Aopulco" episode. His daring swimsuit look kept that episode off the air in the US.

Poké Facts: That white stuff coming out of Gloom's mouth isn't drool — it's nectar.

Best Moment: Team Rocket tricks Ash into distracting everyone while they sneak into the Gym where the secret to Celadon's Pokémon Perfume is kept. They even talk him into dressing up as a little girl, but Pika recognizes him right away.



26 Hypno's Naptime



Sleeping is a natural part of life. It's important for the mind and body to rest and recharge. It's also important for Pokémons to sleep, especially when they're tired. But what happens when a Pokémon is sleeping and something wakes them up? That's what happened to Hypno in the "Hypno's Naptime" episode.

Poké Facts: Hypno's hat has to be worn at night to help it sleep. The hat has a special lining that keeps the Pokémon from getting up at night. It also has a special spell on it that makes the Pokémon sleep.

Poké Facts: Hypno is a Fighting-type Pokémon with 110 HP. She has a special move called "Hypno's Naptime" that lets her sleep for a long time.

Hypno's Naptime is a great episode to watch if you're tired. It's a bit easier to follow than some of the other episodes in the series, and it's a nice change of pace. Plus, it's a great reminder to get enough sleep every night.

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EPISODE GUIDE

27 Pokémon Fashion Flash



Team Rocket opens a Pokémon salon on Scissor Street to trick people into leaving their Pokémon with them. It works for a while even though their "makeovers" are bizarre. Jesse and James kidnap Misty, but it's Brock and Ash to the rescue!

Poké Facts: Brock falls in love with Susie, the Pokémon Breeder. He actually wants to stay and learn from her. Brock falls in love a lot.

Poké Facts: Very few Pokémon wear clothes or accessories. Alakazam and Kadabra carry spoons. Chansey carries an egg. Cubone and

Marowak wear bone helmets and carry bone clubs. Farfetch'd carries a leek. Hitmonchan wears boxing gloves. Machamp and Machoke wear belts. Primeape wears anklets, and Wartortle has guns in its shell.

Tangela may be wearing shoes. Jynx may be wearing a dress. Those things may be part of their bodies. With Pokémon you can never be sure.

Best Moment: The Rockets dress up Ekans and Koffing to advertise their salon. Usually menacing, it's a riot to see them decked out in makeup and the latest Poké fashions.



28 The Punchy Pokémon



Anthony, a Pokémon Trainer, is obsessed with winning the P1 Grand Prix. He ignores his family to train his Hitmonchan in his private gym. Ash and Brock agree to help Anthony's daughter get her father back. They enter the P1 to beat him so he'll go home. Ash wins with his Primeape and he leaves it with Anthony to train.

Poké Facts: In the card game, Hitmonlee and Hitmonchan are both very popular because they are powerful basic Pokémon.

Poké Facts: In the card game, Hitmonchan would win if he fought Hitmonlee. Hitmonlee has 60 HP and an attack that requires three Energy. Hitmonchan can inflict 20 damage for one Energy. By the time Hitmonlee is ready to fight, Hitmonchan has already delivered enough punishment to knock him out.

Poké Facts: In the Game Boy game, you have to choose either Hitmonlee or Hitmonchan after beating the Saffron Fighting Dojo. To get both, you'll have to trade.

Best Moment: Jesse and James ambush a tall trainer named Giant and steal his Hitmonlee to enter the tournament. In order to wear his coat, Jesse has to ride around on James' shoulders. James

peeks his head out from under the coat to deliver his half of the motto.



29 Sparks Fly for Magnemite



Grimers are choking the sewers of Gringy City, shutting down the power. Pika gets sick, but Ash saves the day and the city with a little help from a friendly Magnemite.

Poké Facts: In the Poké game, Magnemites have an explosive personality. They have an attack called Self Destruct that blows themselves up. The Game Boy Magnemites don't have this ability. **Best Moment:** While Pikachu was sick, the Magnemite was attracted to it because Pika's polarity was reversed. It acted like it was in love and stalked Ash and company from the moment they entered the city. Once Pikachu recovered, the Magnemite lost interest.



30 Dig Those Diglett!



Diglett stop construction of a dam, because it's destroying their home. Pokémon trainers are called in to fight the Diglett, but the burrowing Pokémon won't battle. Almost a repeat of "Tentacool and Tentacruel."

Poké Facts: Gary Oak and his posse show up to taunt Ash again. Gary stays one step ahead of Ash until they reach the Poké League Tournament.

Best Moment: In a weird game of "whack a mole," a construction worker grabs a mallet and tries to smash Diglett as they pop up out of the ground. Gary points out that the Diglett duck back into their holes at the speed of light. Now, that's a tough game!

Big moment: Koffing and Ekans evolve into Weezing and Arbok this episode.



31 The Ninja-Poké Showdown



were inspired by the invisible walls in the Game Boy game. In the original version of the Game Boy game, Koga fights with Koffing, Weezing, and Muk. In *Pokémon Yellow*, he uses Venonat and Venomoths, just like in the cartoon.

Poké Facts: In the Japanese version of the Poké card game there are special Koga cards that include Koga's Arbok, Beedrill, Ditto, Ekans, Golbat, Grimer, Kakuna, Koffing, Muk, Pidgeotto, Pidgey, Tangela, Weedle, Weezing, and Zubat, but no Venonat or Venomoth.

Best Moment: When Koga's sister pins Ash to the wall with throwing stars, Misty criticizes her for her pink costume without missing a beat.

Leave it to Misty to face danger and crack a joke.

Big moment: Ash earns his Soul Badge.



32 The Flame Pokémon-athon



Team Rocket is hired to help Dario win a Pokémon race at the Big P Ranch. Our heroes come to the aid of Lara Laramie, a Pokémon Breeder, whose family runs the ranch.

Poké Facts: In the big race, Dario rides a Dodrio and Ash rides Lara Laramie's Ponyta. They're neck and neck until the Ponyta evolves into a Rapidash. In the Pokémon card game, Dodrio is faster than Ponyta. It has a Retreat Cost of 0, while Ponyta has a Retreat Cost of 1. Rapidash also has a Retreat Cost of 0 so the outcome of the race makes sense.

Best Moment: Pikachu rides Squirtle in the race. They don't do very well, but it's really cute. Pika has some experience, having also ridden Butterfree.



33 The Kangaskhan Kid



What if Tarzan was raised by Kangaskhan in the Safari Zone? It may not be a burning question, but this episode introduces a character who has a lot in common with the famous vine swinger. After helping the Kid fight Team Rocket, our heroes reunite the Kangaskhan Kid with his parents.

Poké Facts: Pokémons can't use

human speech, with the sole exception of Team Rocket's Meowth, but Trainers seem to learn enough Poképeak to have a general idea of what their Pokémons are saying. The Kid is the first human who understands and speaks the Pokémon language.

Poké Facts: Kangaskhan are parents who all have a little Kangaskhan in a pouch on their bellies. The little Kangaskhan are never seen as grown partway to adulthood, so it's possible that the little Kangaskhan aren't babies. Very strange.

Best Moment: Team Rocket tries to herd the Kangaskhan using a

Kangaskhan robot mounted on a truck.



34 The Bridge Bike Gang



The bridge to Sunny Town has been closed to everything except for bicycle traffic. Nurse Joy asks Ash and company to bike across for her. Naturally, there is a bike gang terrorizing the bridge.

Poké Facts: This is one of the

few episodes that gives us dirt on Jesse and James. Before they joined Team Rocket, they were in a bike gang.

Best Moment: None. This episode was pretty bad.



35 Ditto's Mysterious Mansion

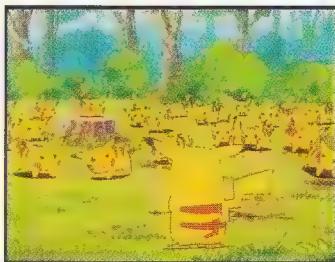
Duplica of the House of Imite is a failure as a performer because she can't teach her Ditto how to change its face. Team Rocket helps out when they capture shape-shifting Pokémons and force it to turn into an exact double of Meowth. Ash and company rescue Ditto so she can start performing again.

Poké Facts: Ditto's ability to mimic other Pokémons has put it near the top of every "Best of" list, including mine.

Poké Facts: Ditto looks like a blob of Silly Putty. It can be molded into any form and copy newsprint if pressed into it.

Best Moment: Duplica dresses up our heroes in Team Rocket costumes and they perform the team's motto, which infuriates Jessie. Funny!

36 Pikachu's Goodbye



When Ash finds a bunch of wild Pikachu, he decides that the best thing for his little friend is some time with its own kind. Ash finally figures out that all Pikachu needs is his friendship.

Poké Facts: Pikachu say hello by wrapping their tails together.

Poké Facts: The Pikachu seen in this episode include a couple of little Pikas that were obviously intended to be young. When *Pokémon Silver and Gold* hit the shelves, a bunch of baby Pokémons will be introduced that are pre-evolutions of the current

Pokémons. One of these babies is Pichu, who looks a lot like Pikachu.

Best Moment: The best moment is when Pika decides to go with Ash instead of staying with the other Pikachu. Ash gives him a big ol' hug. A tear jerker every time.

THE LOST EPISODES



These scenes from the banned episode caused seizures, parental concern, and grief for Nintendo.



So, you think you've seen every *Pokémon* cartoon episode? Well, there's one you'll never be able to see since it caused Japanese children to flop around on their floors like a Magikarp out of water. The *Pokémon* adventure in question had a 20-second clip of strobing blue and red lights that apparently caused children and even some adults to experience seizures. Needless to say, the *Pokémon* cartoon will immediately be pulled from Japanese television. Of course, you'll never see the light of day in the U.S. If you happen to be a die-hard *Pokémon* fan who just has to see this episode, then all you have to do is hop on the internet at www.geocities.com/TimeSquare/Postal/7768/dload.htm.



NEW HEROES

LUGIA

Lugia, the newest Water-type Pokémons, can create very powerful underwater whirlpools when attacked and can fly and swim too.

Lugia makes an appearance on the *Pokémon Silver* box.



He has five blue fins on either side of his back, which have some secret ability. When he swims, these fins lay flat for extra streamlining, and stand erect when he flies.

This Pokémons is able to telepathically communicate with humans and is very sympathetic towards Ash.



YADOKING

Yadoking, an evolution of Slowpoke, makes its debut as a Pokémons translator.



GIRARUDAN

Determined to capture Lugia, he'll stop at nothing to complete his Pokémons collection.



Monster Flicks

Two Thumbs Up... Way Up!

They've invaded your hometown once. This summer, Pokémons will be hitting your neighborhood movie theater with the force of Pikachu's Thunder Shock attack, yet again. *Pocket Monsters 2: Revelation — Lugia*, the movie's current Japanese title, centers around new Pokémons from *Gold* and *Silver* and stars Ash and pals.

The story follows a Pokémons collector named Girarudan who learns of a legendary Water Pokémons named Lugia and decides he must add this sea-god to his Pokémons collection. The action takes place on a distant orange-colored land called Asia Island, where, according to legend, Lugia resides. Legend also states that if harm ever came to this Pokémons, the world would end. It's up to Ash to stop Girarudan and prevent his horrible plan to capture Lugia.

Ash is accompanied by familiar friends like Misty, Team Rocket, Pikachu, and Professor Oak. New human characters and Pokémons are also introduced.

Like *Pokémons The First Movie*, the film will also include a 30-minute short. *Pikachu's Exploration Team* stars Pikachu who discovers a secret Pokémons valley where there are lots and lots of wild Pokémons! Several new Pokémons from *Gold* and *Silver* are introduced here, including Hoo-Hoo, the night-time Pokémons, Elekid, an Electric-type Pokémons, and Ladybird, a Bug-type Pokémons. Original faves like Machop, Squirtle, Chansey, and Snorlax also make appearances.

The new movie is expected to hit theaters in Summer 2000.





OLD FRIENDS

Pokémon The First Movie is coming to video! The movie, which hit theaters last November, will be released on VHS and DVD March 21st. The VHS and DVD versions will both include a brand new animated short, *The Story of Mewtwo's Origin*.

along with a preview of *Pokémon The Second Movie* that's due out this summer. The DVD will be jam-packed with additional features, including a behind-the-scenes look at the making of the film, "Poké-Fun Facts: The History of Anime," guides to various *Pokémon* games, an archived version of Nintendo's online Pokedex, and M2M's music video, "Don't Say You Love Me."

Movie Madness

Pokémon The First Movie caused quite a stir when it was released in theaters. The highly anticipated movie was treated to a blockbuster opening by theaters. Pokéfans all over suddenly came down with the Pokéflu, jamming the movie houses on the weekday that the film opened.

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Like most movie soundtracks, *Pokémon The First Movie* features big-name artists like Britney Spears, *NSYNC, and Christina Aguilera; and, like most soundtracks, only a few tracks are really worth a listen. The CD starts with a remixed dance version of the *Pokémon* Theme song, but I prefer the

original theme song. The B*Witched track *Get Happy* and Vitamin C's *Vacation* are great pop songs, but I want sound bites and samples from the movie. The never-before-seen movie clip (accessible only with an internet connection) is a bonus, but you only get one clip and nothing more (enhanced CD, ha!).

► A third *Pokémon* Movie is on the way too!



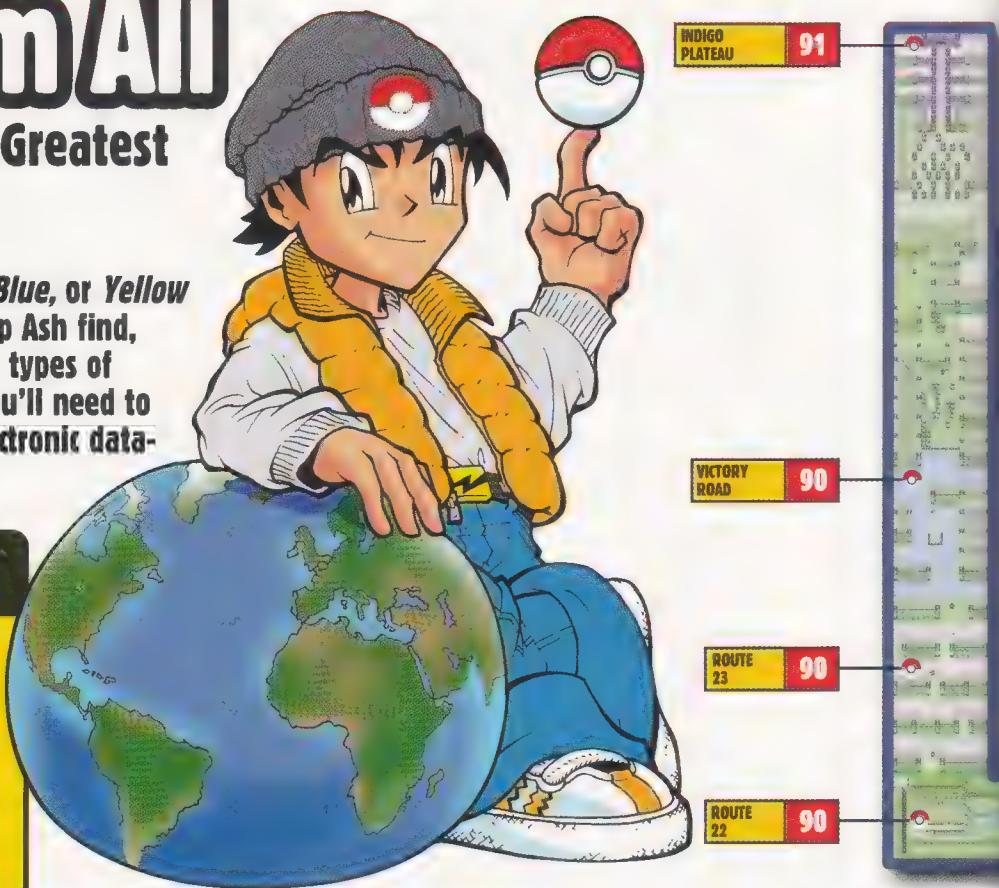
Catch 'em All

Become the World's Greatest Pokémon Master

When you play *Pokémon Red*, *Blue*, or *Yellow* on the Game Boy, you must help Ash find, collect, train, and battle all 151 types of Pokémons. At the same time, you'll need to help Professor Oak complete his electronic database, the Pokédex.

To become a Pokémons Master, Ash needs to:

- Complete the Pokédex
- Stop the evil members of Team Rocket from completing their diabolical plan
- Explore the world of Pokémons
- Build up his own Pokémons collection and perfect his Pokémons's fighting skills
- Defeat each of the Pokémons Gym Leaders as well as The Elite Four



HOW TO GET 'EM ALL

Pokémon Red and *Blue* are identical, except for the types of Pokémons you'll find in each version. *Red* and *Blue* each have 124 types of Pokémons that can be obtained without trading. To get the rest, you'll need to trade.

NOT FOUND IN BLUE:

Arbok • Arcanine • Electabuzz • Ekans
Gloom • Growlithe • Mankey • Oddish
Primate • Scyther • Vileplume

NOT FOUND IN RED:

Bellsprout • Magmar • Mewtwo • Ninetales
Persian • Pinsir • Sandshrew • Sandslash
Victreebel • Vulpix • Weepinbell

NOT FOUND IN YELLOW:

Arbok • Beedrill • Ekans • Electabuzz • Jynx
Kakuna • Koffing • Magmar • Persian
Weedle • Weezing

LINK UP

Use your link cable or infrared port to trade other players to collect 'em all. Mew can't be captured by playing the game. See page 91.

POWER UP!

Collecting power-ups, like **TM**s (Technical Machines) and **HM**s (Hidden Machines) give your Pokémons new powers and abilities.

HMs, such as **Cut (HM01)**, **Fly (HM02)**, **Surf (HM03)**, and **Strength (HM04)**, are absolutely required to navigate through various parts of the world of Pokémons. For example, you'll need to find **HM01** in order to chop down bushes and other barricades in your path.

To cross bodies of water, you'll need to teach one of your Water-type Pokémons the **Surf** technique. **Fly** allows you to instantly return to any location in the world of Pokémons that you've already explored. Once this technique is learned, you won't have to retrace your steps. This can save you a lot of time. **Strength** is used by Ground-type Pokémons to move heavy objects.

EVOLUTION

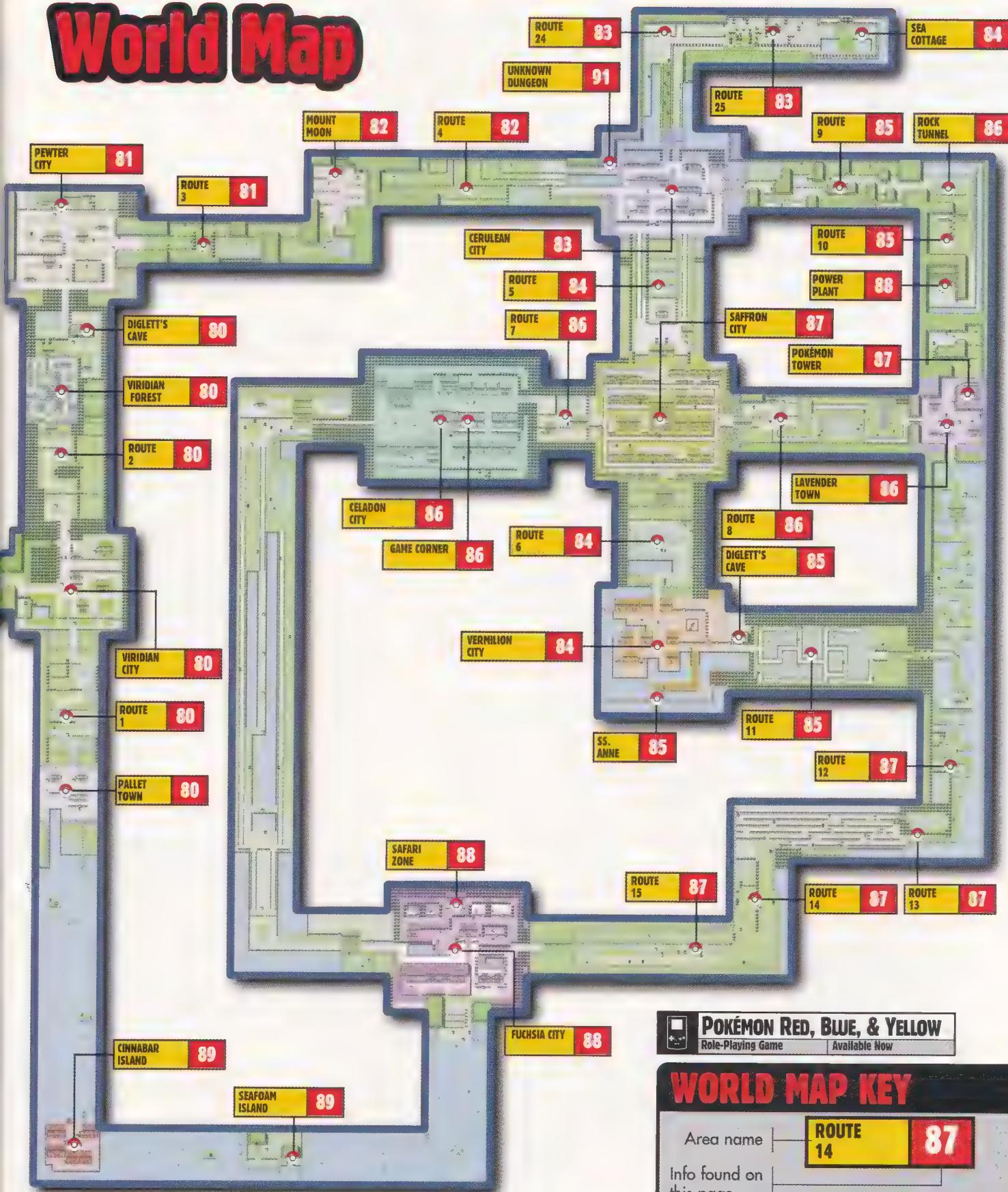
Charmander, for example, evolves into Charmeleon when it reaches level 16 and then evolves into Charizard when it reaches level 36.



POKÉMON RED, BLUE, & YELLOW



World Map



POKÉMON RED, BLUE, & YELLOW

Role-Playing Game Available Now

Role-Playing Game | Available Now

WORLD MAP KEY

Area name

Info found on
this page

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POKÉMON RED, BLUE, & YELLOW

GETTING A GOOD START IN YELLOW

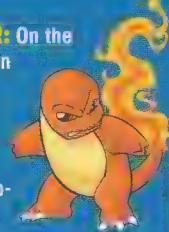
After becoming your first Pokédex, learn the beginning, it doesn't mean you can't get the other usual starters. To reenact Charmander, Squirtle, and Bulbasaur — the very same monsters that appear in the Pokédmon TV show — follow these steps:

BULBASAUR:

Go to the house beside the Cerulean Pokémon Center. A girl inside the house will hand you Bulbasaur.



CHARMANDER: On the way to Viridian City, you'll encounter a bridge with a group of five or six people standing on it. There's a man standing nearby next to some trees, he'll give you Charmander.



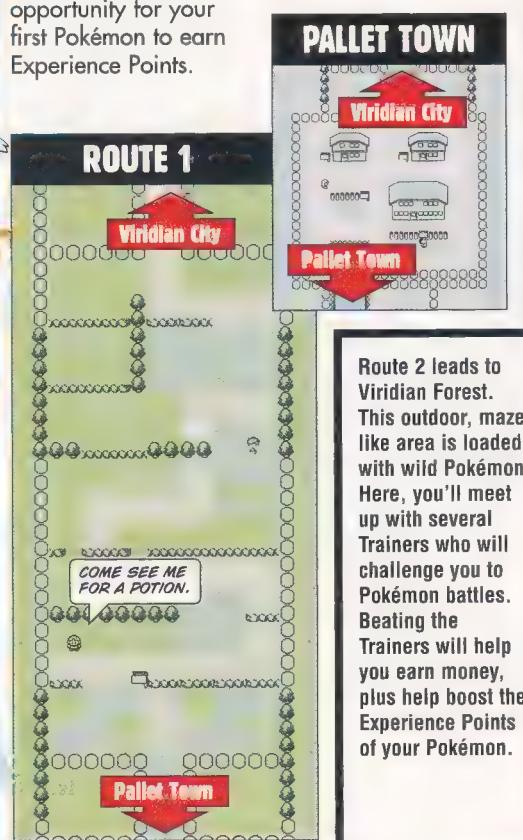
SQUIRTLE: Speak with Officer Jenny in the center of Vermilion City after getting the Thunder Badge and she'll give you Squirtle.



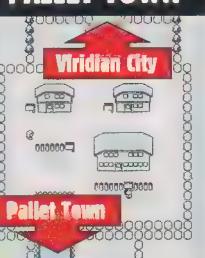
Ash's Adventure Begins!

Ash's adventure begins in Pallet Town. Start off by going to Professor Oak's Lab. If you can't find the professor, leave the lab and head toward the city's exit (toward Route 1). The professor will appear and invite you back to his lab, where Ash receives his first Pokédmon and meets rival Gary.

When you leave the lab, follow Route 1 toward Viridian City. Along the way, you'll encounter wild Rattata and Pidgey when you walk through grassy areas. This is the perfect opportunity for your first Pokédmon to earn Experience Points.



PALLET TOWN



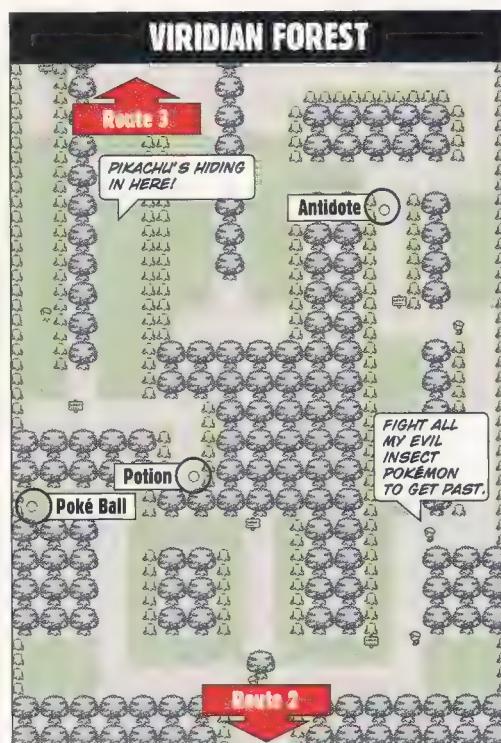
Route 2 leads to Viridian Forest. This outdoor, maze-like area is loaded with wild Pokédmon. Here, you'll meet up with several Trainers who will challenge you to Pokédmon battles. Beating the Trainers will help you earn money, plus help boost the Experience Points of your Pokédmon.

Following Route 2 & Viridian

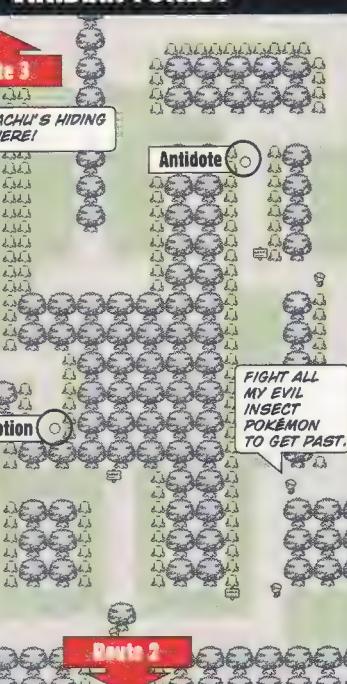
Along Route 2, catch more wild Pokédmon. Depending on which version you're playing, Caterpie, Weedle, Pidgey, Rattata, and Nidoran are some of the Pokédmon you might encounter.

The forest area contains wild Caterpie, Metapod, Weedle (Red/Blue), Kakuna (Red/Blue), Pidgeys (Yellow), Pidgeotto (Yellow), and Pikachu (Red/Blue). When playing Red/Blue, try to find two Pikachu. Later, make one of them evolve into a Raichu (using the Thunder Stone that you'll find later in Celadon City).

Viridian Forest connects back up with Route 2, which eventually leads to Pewter City.



VIRIDIAN FOREST

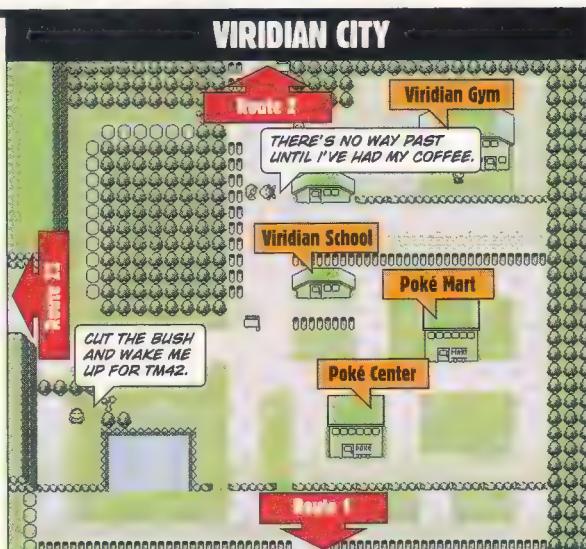


Viridian City

Upon reaching Viridian City, you'll want to stop at the Pokédmon Center to restore your Pokédmon's HP. Next, head toward the Mart. Here, you'll receive a special package. It's addressed to the Professor. Take the package and deliver it. You'll need to retrace your steps and return to the lab in Pallet Town.

Find Professor Oak and give him the package. As a reward, you'll receive a Pokédex. Now, your quest to collect information on all 151 types of Pokédmon is about to begin. Each time you encounter a new species of Pokédmon, information about it will be automatically entered into this electronic database.

With the Pokédex, return to Viridian City. This time, look around. At the Mart, stock up on Poké Balls and Potions. After exploring the city, return to Route 1 and find wild Pokédmon to capture. Start building your collection. You'll find the Gym in Viridian City is locked. Try coming back later.





Pewter City

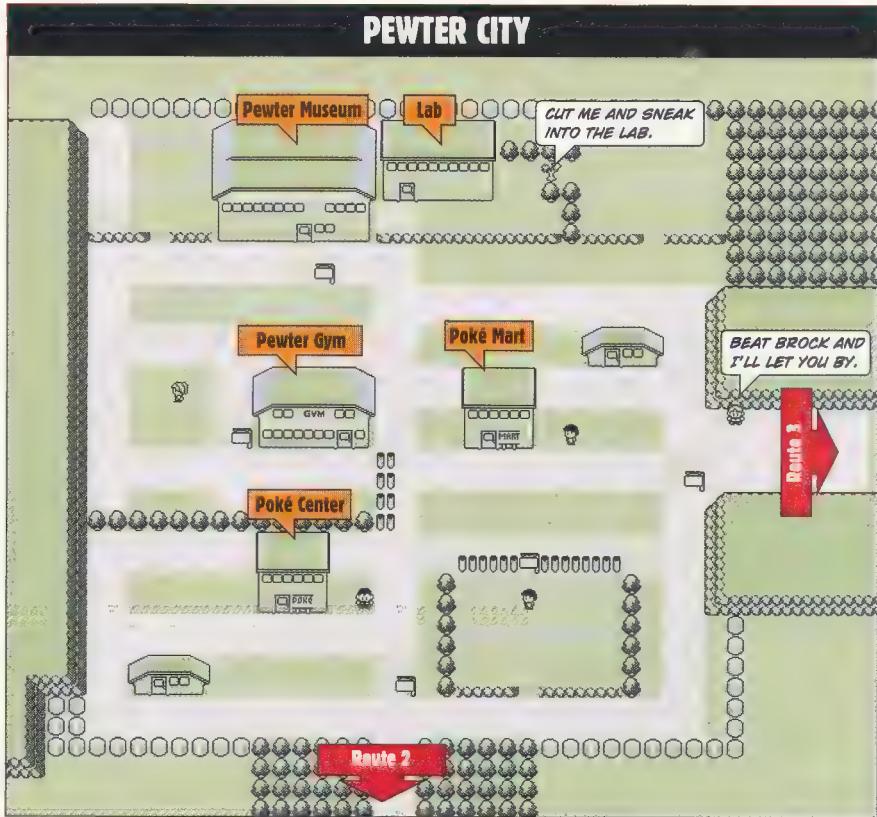
Your first stop should probably be the Poké Center, especially if one or more of your Pokémon have fainted. Here, you can replenish the HP of your Pokémon. It's also an excellent idea to visit the nearby Mart and stock up on Poké Balls and Potions. You might also want to buy a few Antidotes and Repels.

Visiting the Museum allows Ash to learn about Pokémon that have become extinct. Pay attention to what you learn here. You'll soon discover that part of Team Rocket's evil plot is to bring extinct Pokémon back to life.

When you ultimately defeat Brock in the gym, you'll be on your way to becoming a Pokémon Master, but there are still many challenges that lie ahead. Exit Pewter City and follow Route 3 toward Mt. Moon.

PEWTER GYM: Ash's biggest challenge thus far is waiting for him at the Pewter City Gym. During his journey, Ash needs to beat each of the Gym Leaders and earn special badges that will help him ultimately become a Pokémon Master. Gym Leaders are official representatives of the Pokémon League, an official group of Pokémon Trainers.

In the Gym, you'll meet and need to battle and defeat several fellow Trainers, followed by Brock, the Gym's Leader. Brock's specialty is training rock-type Pokémon. He'll challenge you with his level 12 Geodude and level 14 Onix (Red/Blue) or his level 10 Geodude and level 12 Onix (Yellow). Your best bet is to take advantage of your Water and/or Grass-type Pokémon. Your reward for beating Brock will be the Boulder Badge and TM34 (the Bide Attack).

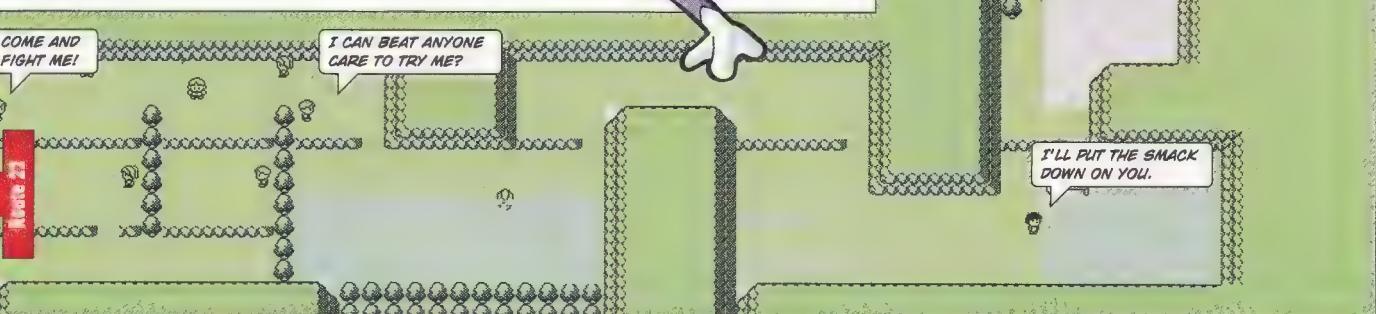


If all of your Pokémon faint during your battle with Brock, don't despair. Simply return to the Poké Center to restore their HP. You should then spend some time boosting your various Pokémon's experience levels (by returning to Route 2 and battling wild Pokémon) before you challenge Brock to a rematch.

LAB: Next door to the museum is a Secret Lab. Once you acquire the Cut (HMO1) technique, return here, and see what's inside.

Route 3

Along all of the routes in between the various cities in the world of Pokémon, Ash will encounter several Trainers who will challenge him to Pokémon battles. On this route, no fewer than ten Trainers, each with multiple Pokémon, will be waiting for Ash. In the grassy areas of Route 3 you'll find: Pidgeys (Red/Blue), Rattatas (Yellow), Spearows (Red/Blue/Yellow), Sandshrews (Yellow), Jigglypuffs (Red/Blue), and Mankeys (Yellow) are among the Pokémon you'll encounter. Don't forget, capturing wild Pokémon requires Poké Balls, so stock up at the Mart before leaving Pewter City.

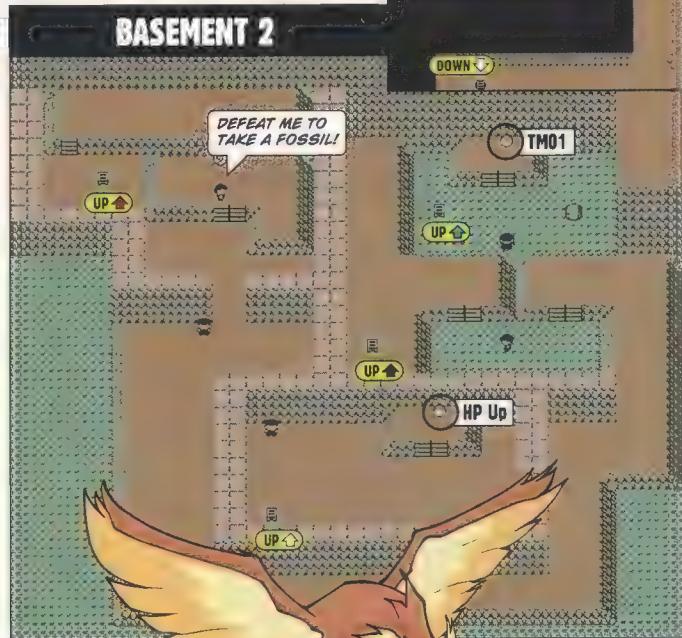
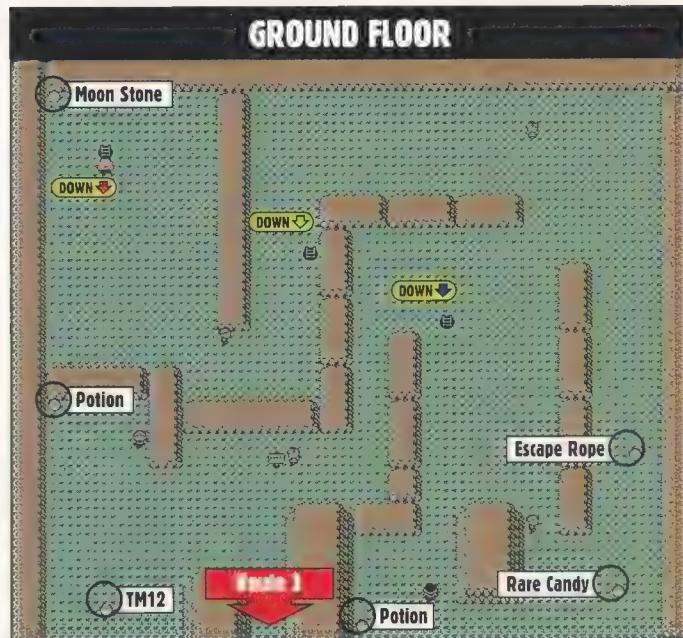


POKÉMON RED, BLUE, & YELLOW

Mt. Moon

At the end of Route 3, you'll find a Pokémon Center. Drop in and replenish your Pokémon's HP before entering the cave that leads to Mt. Moon. It's a dark, maze-like area with three levels and it's easy to get lost here. If you can't find the exit, use the Escape Rope (you'll find one on the ground near the extreme right wall on the first floor of Mt. Moon). Using this item will instantly transport Ash to the entrance of the cave where you started.

On the second Basement level of Mt. Moon, you'll meet up with a member of Team Rocket (in the Red/Blue version), a group of evil Trainers who want to take over the world using Pokémon for evil purposes. Take a moment and learn everything you can about Team Rocket's evil plans, then challenge the Team Rocket member to a battle. Don't let this guy leave with all of the stolen Pokémon fossils!



YELLOW ONLY

Just when you think Mt. Moon's exit is just ahead, you'll be stopped by Jesse and James (Yellow version only). This duo will challenge you to a Pokémon battle using a level 14 Ekans, level 14 Meowth, and then a level 14 Koffing. Even if you manage to beat the Team Rocket members this time, you can be sure they won't stay away for long.

Route 4

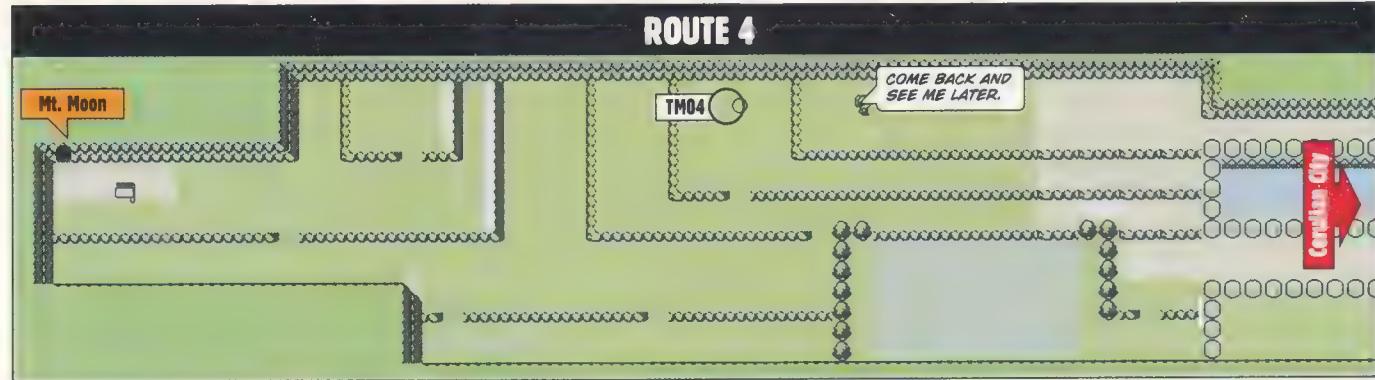
Get one of the Pokémon fossils and find your way out of Mt. Moon and follow Route 4 toward Cerulean City. At one point along the route, you'll have to jump off a ledge and can't turn back. To return to places you've visited, you'll have to acquire the **Fly** technique.

Concentrate on boosting your



Pokémon's Experience Points and levels as you meet up with other Trainers and encounter wild Rattatas (Red/Blue/Yellow), Spearows (Red/Blue/Yellow), Ekans (Red), Sandshrews (Blue/Yellow), and Mankeys (Yellow) along this route. Also, be sure to pick up the TM04 you'll find on the ground.

ROUTE 4



Cerulean City

As Ash arrives at Cerulean City, you'll find this city to be pretty much like Viridian and Pewter City, only a bit bigger. The Poké Center and Mart should be your first stops.

Continue exploring the city. In the upper-right corner, you'll see a house guarded by a police officer. You can't enter this area right now, but you'll want to return here later, after visiting the Sea Cottage.

TRADING POST: The Trainer in the Trading Post (Red/Blue) will offer to make a trade. If you give him a Poliwhirl, he'll give you a Jynx. If you're playing the *Yellow* version and your Pikachu is happy, the Trainer will give you a Bulbasaur as a gift.

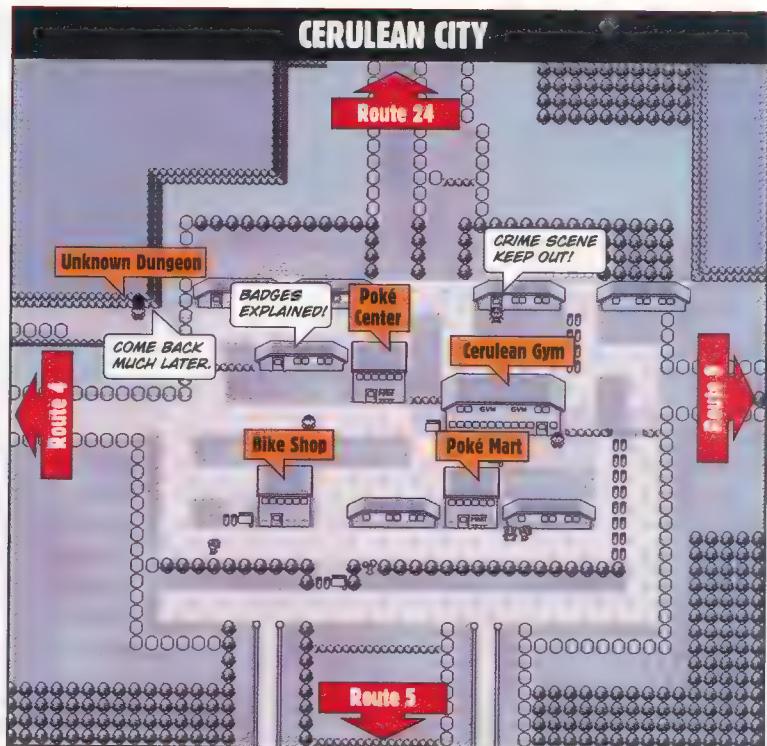
CERULEAN CITY GYM: When you're ready to face another gym leader, trek over to the Cerulean City Gym. After challenging some of a trainers hanging out there, you'll meet up with Misty, the Gym's leader. Misty specializes in training Water-type Pokémon, which explains why this gym looks like a giant aquarium.

Prepare to fight Misty's level 18 Staryu and level 21 Starmie. Any of your Electric or Grass-type Pokémon should be able to hold its own against these powerful creatures, providing your Pokémon have reached the same or higher levels as Misty's.

Show off your skills as a Pokémon Trainer. Your reward for beating this Gym Leader is the Cascade Badge and a TM11 (the Bubblebeam technique, which can be taught to a Water-type Pokémon). The Cascade Badge will give Ash better control over any Pokémon up to level 30.

Beating Misty's Pokémon will certainly take its toll on your Pokémon. Drop into the Poké Center and have their HP restored before exiting this city. Next, follow Routes 24 and 25.

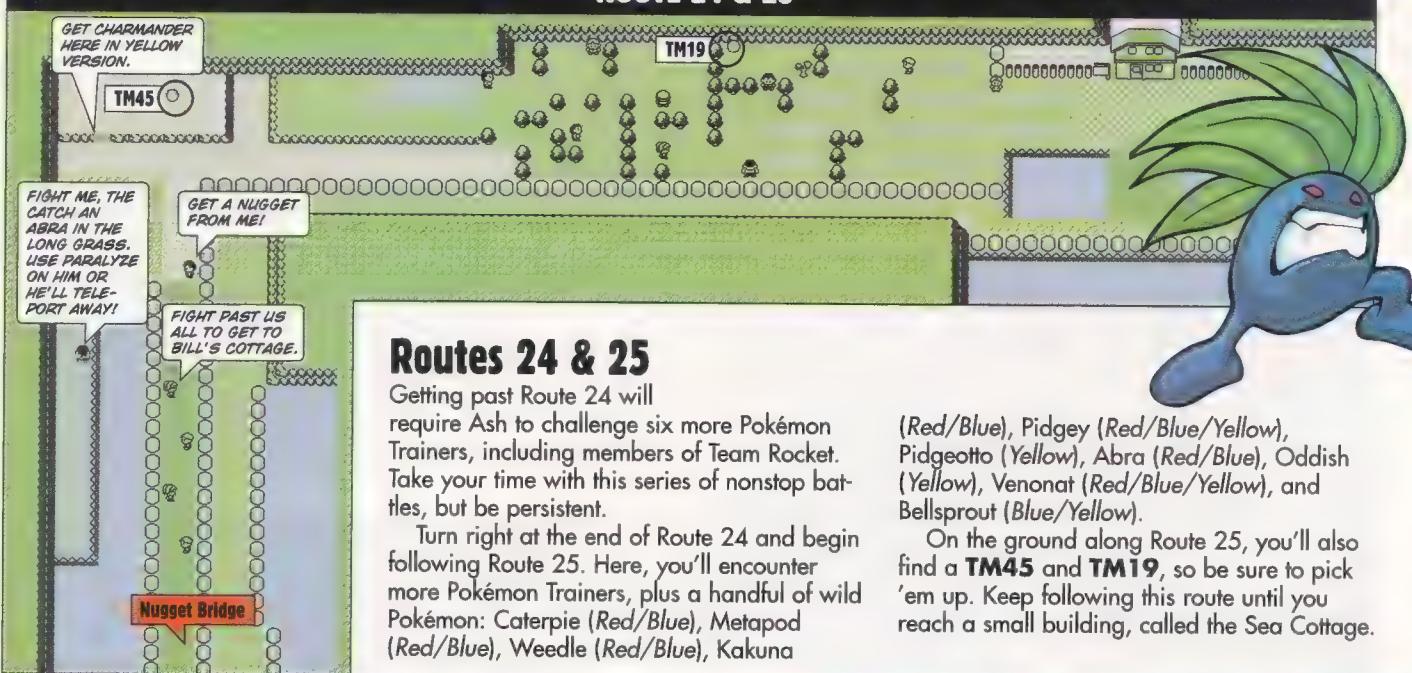
BIKE SHOP: The Bike Shop is an important place to visit. When you check the price for a new ten-speed bike, you'll find it's way too expensive. Remember where this Bike Shop is, because once you receive a special Voucher later at Vermilion City, you can return here and receive a free bike.



YELLOW ONLY

When playing the *Yellow* version, Ash's rival Gary will show up once again and challenge Ash with four of his most powerful Pokémon: a level 18 Spearow, a level 15 Sandshrew, a level 15 Rattata, and a level 17 Eevee.

ROUTE 24 & 25



Routes 24 & 25

Getting past Route 24 will require Ash to challenge six more Pokémon Trainers, including members of Team Rocket. Take your time with this series of nonstop battles, but be persistent.

Turn right at the end of Route 24 and begin following Route 25. Here, you'll encounter more Pokémon Trainers, plus a handful of wild Pokémon: Caterpie (Red/Blue), Metapod (Red/Blue), Weedle (Red/Blue), Kakuna

(Red/Blue), Pidgey (Red/Blue/Yellow), Pidgeotto (Yellow), Abra (Red/Blue), Oddish (Yellow), Venonat (Red/Blue/Yellow), and Bellsprout (Blue/Yellow).

On the ground along Route 25, you'll also find a TM45 and TM19, so be sure to pick 'em up. Keep following this route until you reach a small building, called the Sea Cottage.



POK MON RED, BLUE, & YELLOW

Trekking Along Routes 5 and 6

You'll find the beginning of Route 5 back in Cerulean City. Remember the house that was guarded by a police officer? Well, now, the cop will let you enter. Once inside the house, exit through the backdoor and follow the path that leads to Route 5.

As you walk along Route 5, you'll eventually be stopped by a thirsty guard. Later, you can give this guard a drink and he'll let you pass. For now, though, enter into the nearby hut and take Route 6. It's an underground path toward Vermilion City. By now, you should be ready for the wild Pokémon and the Trainers you'll encounter along these routes.

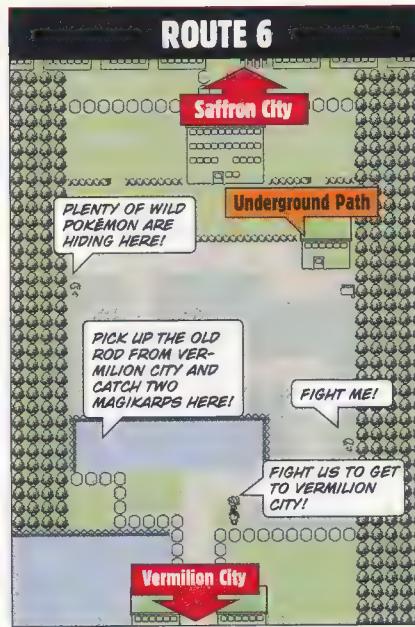
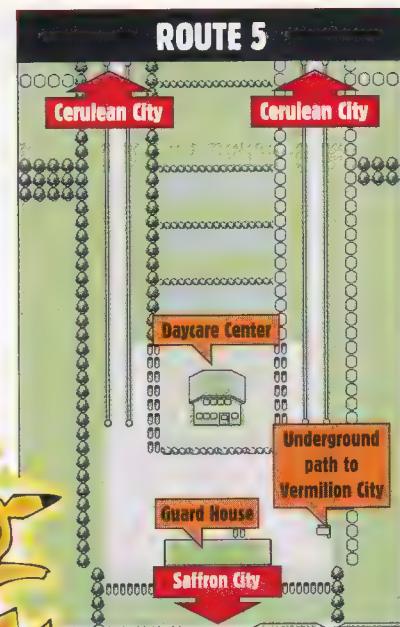
You'll also find many hidden items along these routes. When you think you might find one, stand still and press **A**. Or, you can use the Item Finder, a tool you'll receive later when exploring Route 11.

Toward the end of Route 6, you'll return to ground level. Keep following the path until you reach Vermilion City.



YELLOW ONLY

If you're playing the *Yellow* version, the small pond you'll encounter near the end of Route 6 contains wild Psyduck and Golduck. You'll need a fishing rod and the **HM03 (Surf)** to catch these guys, though.



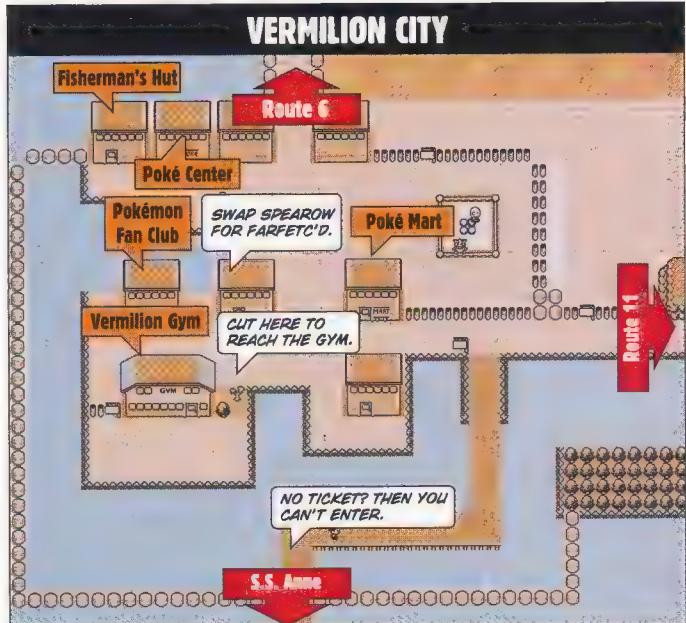
The Sea Cottage

Upon entering the Sea Cottage, you'll meet a scientist, Bill, who's been in a lab accident. One of his experiments went awry and he was transformed into a half-person/half-Pokémon creature. If you agree to help Bill transform back to his normal, he'll give you a **Free Ticket** for a cruise aboard the **S.S. Anne**. Wow! A free cruise! Take Bill up on his offer!

After helping out your new friend, check out his PC. You'll be able to gather some useful info about four types of Pokémon for your Pokédex. Your next stop should be Vermilion City, where you'll find the **S.S. Anne** at the docks.



Vermilion City



POKÉMON FAN CLUB: You'll want to visit this fine city's Pokédex Center and Mart. Before making your way to the **S.S. Anne**, drop into the Pokémon Fan Club building and have a chat with the club's president. He'll give you a Voucher redeemable at the Bike Shop!



Lt. SURGE: After defeating some of Lt. Surge's students, you'll meet up with the Gym Leader. You'll have to defeat to get the **Thunder Badge** and **TM24**. He'll try to beat you with his level 21 Voltorb, level 18 Pikachu, and level 26 Raichu (all Electric-type Pokémon). Rock-types like Geodude will work well against his Pokémon.

Lt. Surge will use a level 28 Raichu if you're playing the *Yellow* version.

OLD FISHING VILLAGE: As you explore some of the other buildings, you'll meet The Old Fishing Guru. He'll present you with an **Old Rod** if you tell him you like to fish. This rod can be used for catching Water-type Pokémon from bodies of water. Right now, you may find the Gym, but you won't be able to reach it. It's blocked by a bush. So, after exploring the city, travel along the docks toward the **S.S. Anne**.

All Aboard The S.S. Anne!

When you reach the ship, present the ticket you got from Bill and climb aboard. Immediately begin exploring each area of the ship, including all of the cabins.

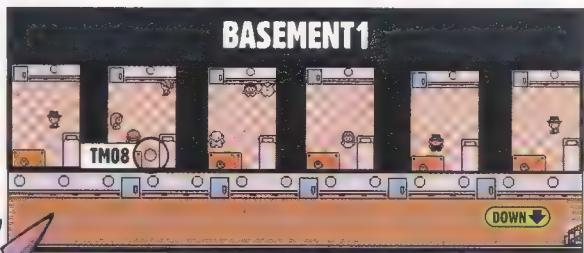
On the second floor of the ship, to the extreme right, you'll meet up with Gary again. If you're playing the Yellow version, this time, he'll challenge you with a level 19 Spearow, level 16 Rattata, level 18 Sandshrew, and a level 20 Eevee. By defeating Gary, you can travel down a nearby staircase and meet the Captain of the ship.

Exit the S.S. Anne and return to Vermilion City. You might want to replenish your Pokémon's HP by visiting the Pokémon Center. Otherwise, head for the Gym. Lt. Surge is waiting!



CABIN: In some of the cabins, you'll meet up with Trainers or crew members who'll want to challenge you to a Pokémon battle. In other cabins, you'll find useful items, like a TM08, Great Ball, Max Potion, Ether, TM44, Max Ether, and Rare Candy.

CAPTAIN: As a gift, the Captain will give you the HM01 (Cut). Not only is this a powerful fighting technique, but once you teach it to a Pokémon, you'll be able to chop down bushes and certain other obstacles in your path.



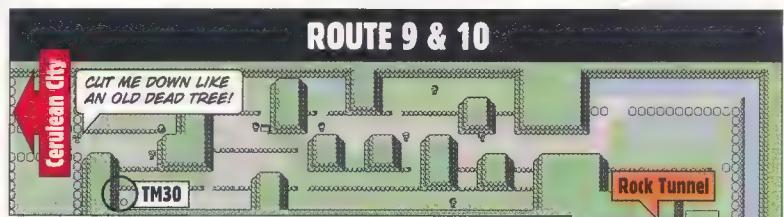
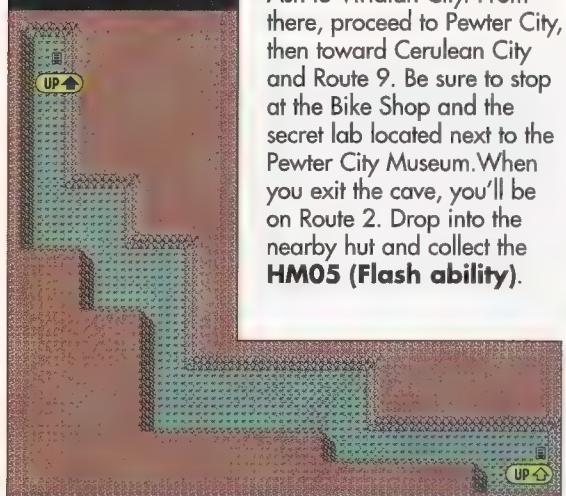
Diglett's Cave & Route 11

Along Route 11, search the grassy areas. You'll find more wild Pokémon. Near the end of the route, you'll be stopped by a sleeping Snorlax that won't let you by. Go back and explore Diglett's Cave — a cavernous area near the beginning of Route 11. As you travel through Diglett's Cave, you'll find multiple wild Diglett and Dugtrio.

The next major stop on your quest is Lavender Town, but to reach this destination, you'll need to take an alternate route, through Diglett's Cave.

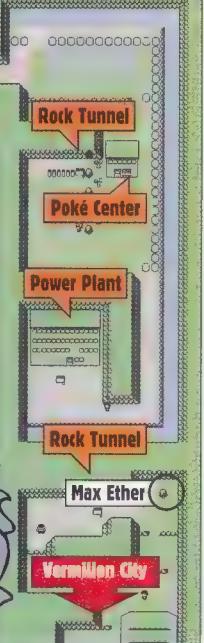
DIGLETT'S CAVE & ROUTE 11

Eventually, this underground pathway connects to Route 2, which will return Ash to Viridian City. From there, proceed to Pewter City, then toward Cerulean City and Route 9. Be sure to stop at the Bike Shop and the secret lab located next to the Pewter City Museum. When you exit the cave, you'll be on Route 2. Drop into the nearby hut and collect the HM05 (Flash ability).



Route 9 & 10

Using Ash's **Cut** ability will make getting through this area rather easy. From Cerulean City, take Route 9. Be prepared to battle a few Pokémon Trainers and boost the levels of your Pokémon. Along the way, you'll pass the Power Plant, but you can't reach this building until you've acquired the **Surf** technique. Right now, follow Route 9 to the Rock Tunnel. You'll emerge from the Rock Tunnel along Route 10, near the entrance to Lavender Town.





POKÉMON RED, BLUE, & YELLOW

Rock Tunnel

Rock Tunnel is another series of dark, underground caverns, which takes up two levels. Wild Pokémons will attack from everywhere. If this gets frustrating, try using a Repel or Max Repel to keep the wild creatures at a distance. In the meantime, you'll also need to deal with the various Pokémons Trainers you encounter. Sorry, you can't run from these guys. To see where you're going, make sure you use the Flash technique (HM05).

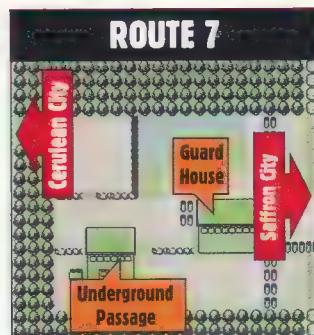
Lavender Town

Once you get here, this metropolis is a pretty easy place to explore. Be sure to visit the Pokémons Volunteer Center. You'll be instructed to visit Pokémons Tower in order to find the missing old guy. Before you can visit this mysterious tower, you'll need to get your hands on the Silph Scope. It's located at Celadon City. In another building, you'll be given a chance to give your Pokémons new nicknames. Be sure to stock up on useful items at the Mart and visit the Pokémons Center before heading out of Lavender Town and toward Route 8.

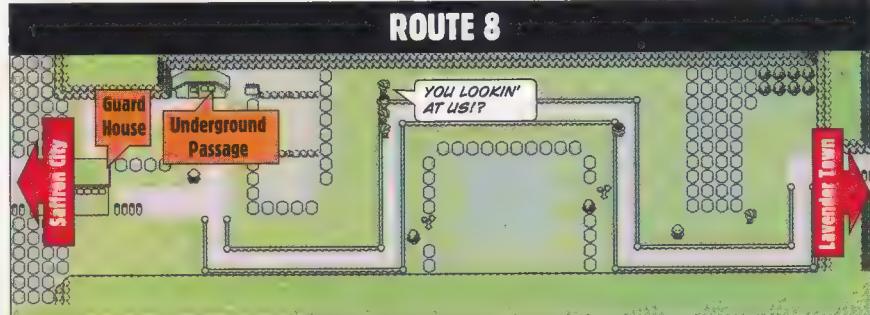
Route 7 & 8

Route 8 connects Lavender Town to an underground path known as Route 7. Along Route 8, you can follow the defined path or trek through the grass and encounter wild Pokémons. Several Trainers will challenge you to battles along the way.

Route 7 is a short route that leads to your next destination — Celadon City, one of the largest cities in the world of Pokémons.



ROUTE 8



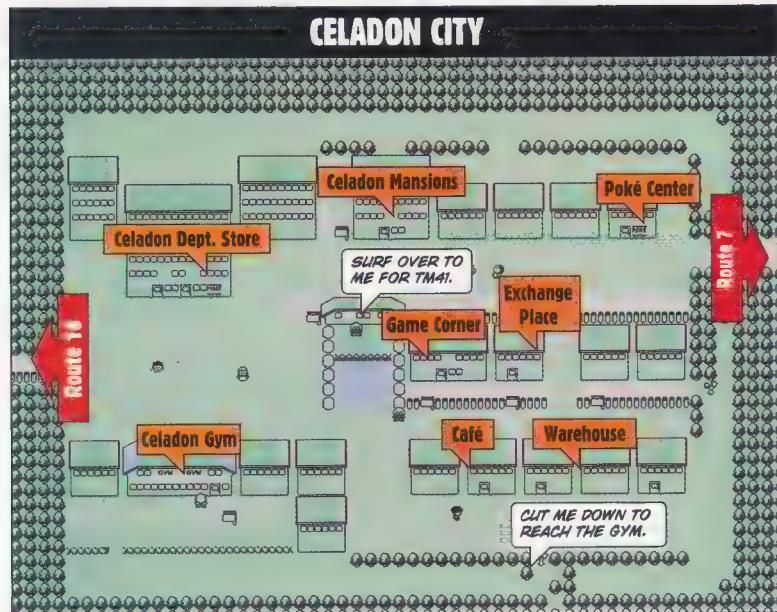
Celadon City (Pokémons Las Vegas)

DEPARTMENT STORE: This store is an exciting place to explore. Here you'll find five floors loaded with stuff any Pokémons Trainer would want. Stock up on water, soda pop, and lemonade. You can purchase these drinks, which you can later offer to guards blocking your path, from the vending machines on the top floor.

CELADON MANSION: On the second floor of the Celadon Mansion, if you search carefully, you'll find an Eevee. The Game Corner is located next to the Exchange Center. Here you can play a slot machine-type game and win valuable prizes. Be sure to explore this area carefully. Team Rocket is here and they're up to no good!

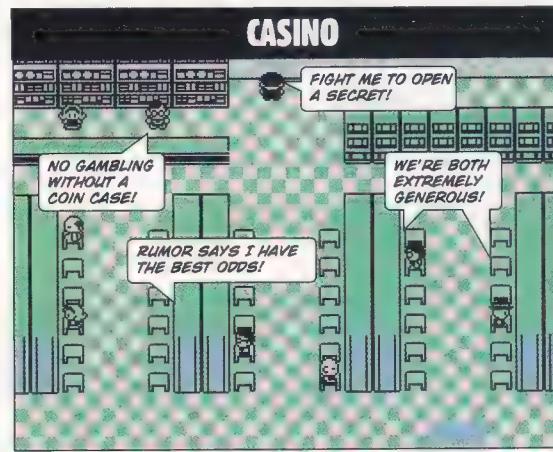
EXCHANGE CORNER: From the Exchange Corner, you can purchase various rare Pokémons. They're expensive, but if you have some extra cash, they're worth the investment.

CELADON GYM: Before leaving Celadon City, visit the Gym and battle Erika, a Gym Leader who specializes in Grass-type Pokémons. Beat her and you'll receive the Rainbow Badge and a TM24. Your strongest Fire and/or Flying-type Pokémons will fight well against Erika's Pokémons. If your Pokémons aren't yet strong enough to beat Erika, come back later, after visiting the Pokémons Tower.



Game Corner

This secret hideout for Team Rocket has four basement levels. Before leaving, locate the **Lift Key**, which will grant you access to Giovanni's office. Beating him won't be easy. His Pokémons are all level 25 or higher and include an Onix, Rhyhorn, and a Kangaskhan (Red/Blue) or Persian (Yellow). Beating this diabolical dude will score you the **Silph Scope**, the item you must have before exploring Pokémons Tower.

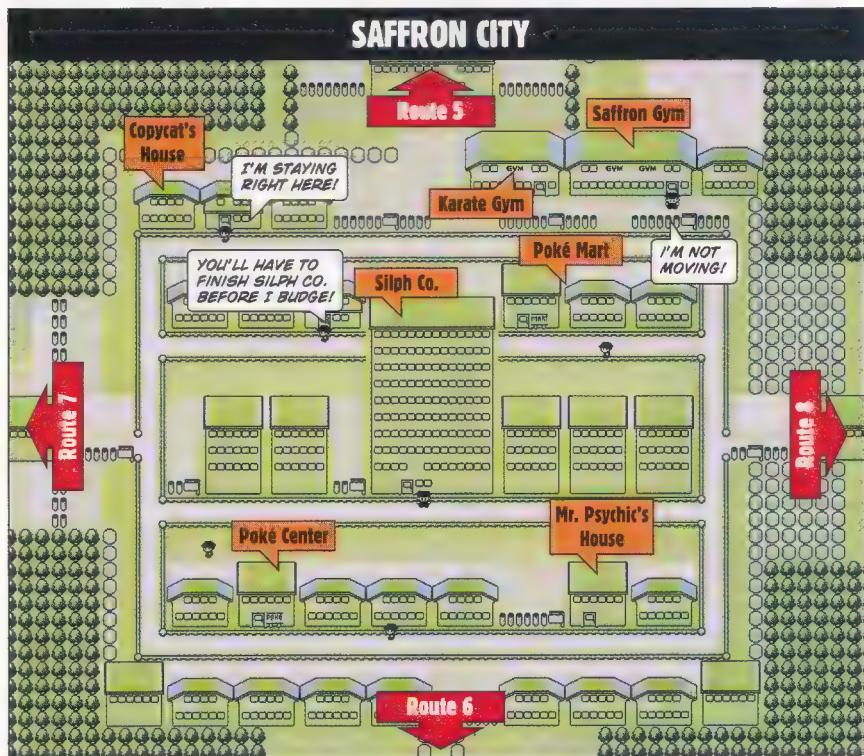




Saffron City

As soon as Ash enters Saffron City, there will be many buildings to explore. After you leave the Silph Co. building, you'll find there are two Gyms in this city. You'll encounter the Karate Master, who specializes in Fighting-type Pokémons (Hitmonlee and Hitmonchan), in the first Gym.

When you're ready to leave Saffron City, follow Routes 12, 13, 14, and 15 toward Fuchsia City.



SILPH CO.: Taken over by Team Rocket, Silph Co.'s president is being held captive by Giovanni and Team Rocket within this eleven-story building. Here, you'll find a handful of power-ups, including TM36, Hyper Potion, Escape Rope, Max Revive, Full Heal, TM09, Protein, HP Up, X Accuracy, Calcium, TM03, TM26, Rare Candy, and Carbos. Get the Card Key, hidden in a hallway on the fifth floor, to reach the president's office on the 11th floor. On the seventh floor, you'll meet up with Gary, who will challenge you with five powerful

Pokémons (Yellow version only.) Use Water, Electric, or Ground-type Pokémons to pummel your rival's Pokémons. Reaching Giovanni and his hostage won't be easy. You'll have to get past a handful of Team Rocket members (Red/Blue) or Jesse and James (Yellow). Use Psychic-type Pokémons against these enemies. When you free the president, Ash will receive one Master Ball. Save this very special item. You'll need it later to capture MewTwo, one of the rarest of all Pokémons.

Pokémon Tower

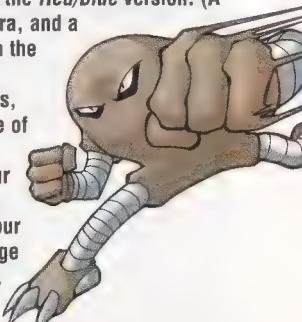
Once you have the Silph Scope, return to the Pokémon Tower and get ready for a haunting experience. This seven-story building is filled with Ghost-type Pokémons.

The Silph Scope will help you transform the evil ghosts into friendly ones as you engage them in battle. This tool is also used to identify the mysterious ghostly creatures for your Pokédex.

Located on the top floor of the tower will be a handful of Team Rocket members waiting to fight you. You'll also find the old missing man, who will give you a special gift — a Poké Flute. Use it to wake up sleeping Snorlax creatures that block your path. If you're playing the Yellow version, be prepared to face Jesse and James, followed by Gary. These rivals will have a total of eight powerful Pokémons, all ranked between level 20 and 27.

SAFFRON CITY GYM: In the second Gym, you'll encounter Sabrina, the Saffron City Gym Leader. She uses Psychic-type Pokémons that pack a punch. After navigating through a seemingly complex maze of rooms, be prepared to battle a level 38 Kadabra, a level 37 Mr. Mime, a level 38 Venomoth, and a level 43 Alakazam if you're playing the Red/Blue version. (A level 50 Abra, level 50 Kadabra, and a level 50 Alakazam are used in the Yellow version.)

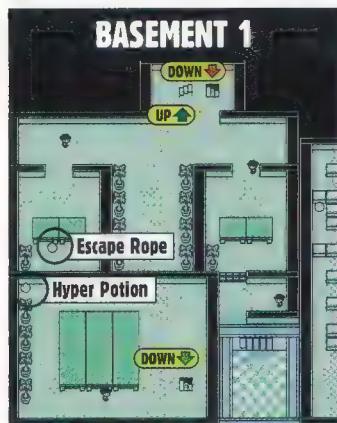
To avoid losing these battles, switch Pokémons quickly if one of your Pokémons becomes confused. Likewise, try using your own psychic-type Pokémons to defeat Sabrina's Pokémons. Your reward will be the Marsh Badge and a TM46 (Psywave Attack).



Routes 12, 13, 14, & 15

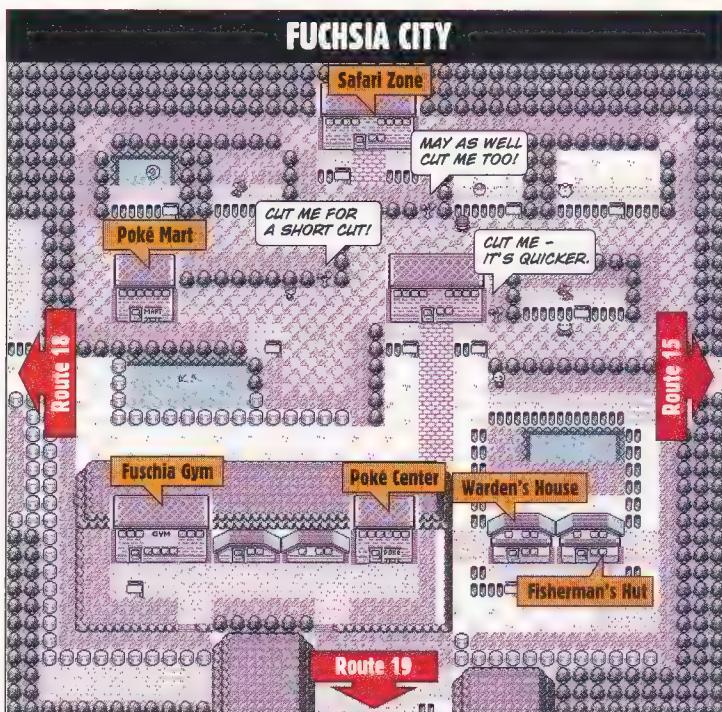
Route 12 is surrounded by water. Use your fishing rod to capture Water-type Pokémons. Halfway along this route, you'll encounter a Snorlax, wake him up with the Poké Flute.

Along Route 15, you'll meet an assistant of the Professor. If you have more than 50 different Pokémons in your collection, you'll receive a special Exp. All capability. It allows you to share experience points with other Pokémons.



POKÉMON RED, BLUE, & YELLOW

FUCHSIA CITY



Fuchsia City

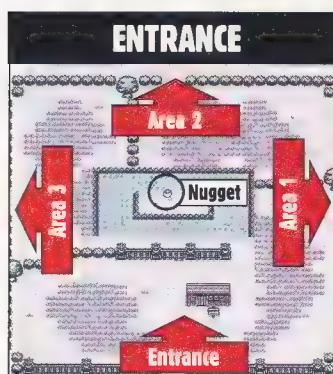
Route 15 leads to Fuchsia City. The Mart sells Ultra Balls, Great Balls, Super Potions, Hyper Potions, Revives, Full Heals, and Super Repels. Stock up! You'll need 'em later, especially against Gym Leaders, like Koga.

KOGA GYM: To beat the Gym Leader Koga and earn the Soul Badge and a TM06, use Ground or Psychic-type Pokémon. Koga will use a level 37 Koffing, level 39 Muk, level 37 Koffing, and a level 43 Weezing (*Red/Blue*) or level 44, 46, and 48 Venonats followed by a level 50 Venomoth (*Yellow*) in an attempt to defeat your Pokémon.

Safari Zone

While exploring this area, look for the Warden's missing teeth. Return his teeth and you'll receive the HM04 (**Strength**) as a reward. Upon entering this zone, you'll receive 30 special Poké Balls and the chance to catch many wild Pokémon.

In Area 3 of the Safari Zone, go inside the hut to obtain the HM03 (**Surf**). This is critical for continuing on your quest once you leave this city. In the zone, you'll encounter a variety of wild Pokémon. To make sure you catch all of the different types of Pokémon in this area, visit the Safari Zone multiple times. After you've explored Fuchsia City and the Zone, head towards the Power Plant using Route 16, 17, and 18.

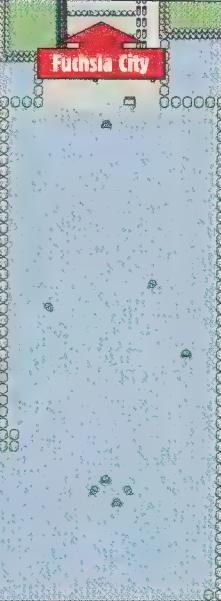
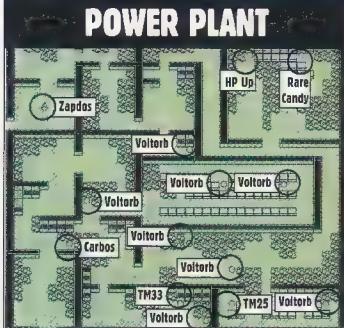


The Power Plant

You'll need to use your Pokémon's **Surf** ability to reach the Power Plant. This is a large, maze-like area filled with wild Electric-type Pokémon waiting to be captured. As you approach the exit, don't leave without first capturing a Zapdos. This may be your only chance to add one of these Pokémon to your collection.

From Fuchsia City, follow Route 19 and 20 toward Seafoam Island. This will require you to use your newly acquired Surf ability to travel along these watery routes.

POWER PLANT

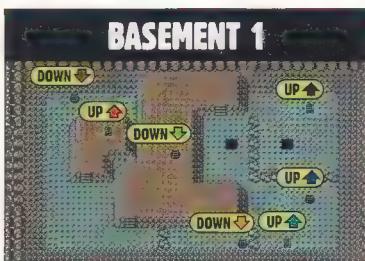


SEAFOAM ISLAND





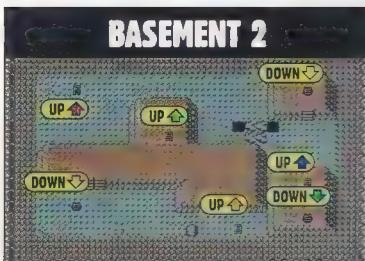
BASEMENT 1



BASEMENT 3



BASEMENT 2



BASEMENT 4



Seafoam Island

After a rather long swim, during which you'll encounter wild, Water-type Pokémons, including Tentacool, Tentacruel (Yellow only), Shellders, Horsea, Goldeen, and Staryu, you'll reach Seafoam Island. This is a small, but complicated island to navigate through. It contains a main level and four basement levels. To make your way around, take advantage of **HMO4 (Strength)** to move heavy rocks. Your best bet for finding your way around is to carefully follow the maps. Pushing boulders into the holes will redirect the flow of rivers that run through the island.

When you're ready to leave Seafoam Island and reach the exit, continue swimming along Route 20 toward Cinnabar Island.

Pallet Town

TANGELA HIDES HERE AND ONLY HERE!

Cinnabar Island

After Pokémons Center and Mart, check out the Pokémons Lab. Drop off the Pokémons fossil you acquired earlier along with the Old Amber. Return a few minutes later, you'll receive an actual prehistoric (and extinct) Pokémons that has been brought back to life.

Explore Pokémons Mansion, head for the Gym and defeat Blaine to earn the Volcano Badge and a TM38.

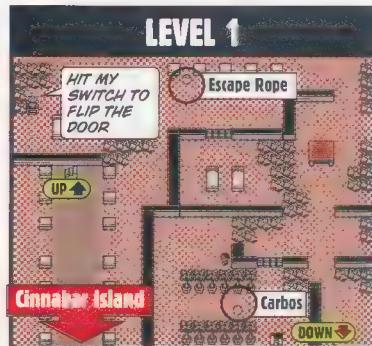
CINNABAR ISLAND

The Pokémons Mansion

POKÉMON MANSION: Your next stop should be the Pokémons Mansion, one of the largest buildings in the city. To gain access to the city's gym, locate the Secret Key in a small room in the basement. First, go to the third floor and jump off the ledge in the lower-right corner of the building to reach the basement. To navigate through this building, follow the maps.

BLAINE GYM: As a Fire-type Pokémons Trainer, Blaine will use a level 42 Growlithe, level 40 Ponyta, level 42 Rapidash, and level 47 Arcanine (Red/Blue version). When playing the Yellow version, expect Blaine to use a level 48 Ninetales, level 50 Rapidash, and level 54 Arcanine. Your best bet is to use Water-type Pokémons to cool off his Fire-types.

LEVEL 1

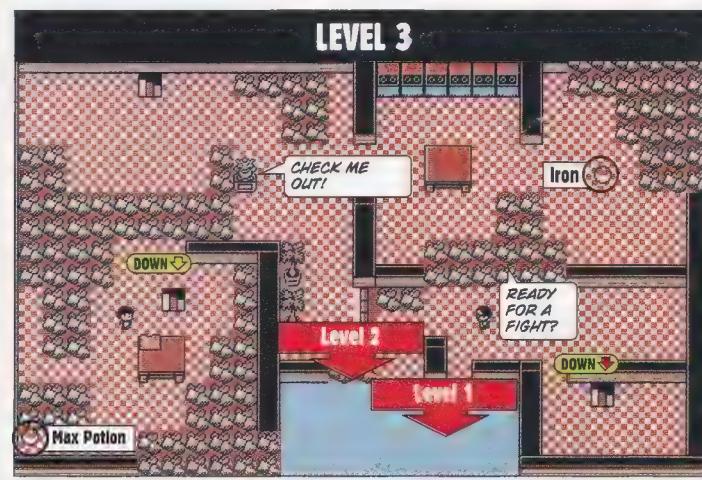


LEVEL 2

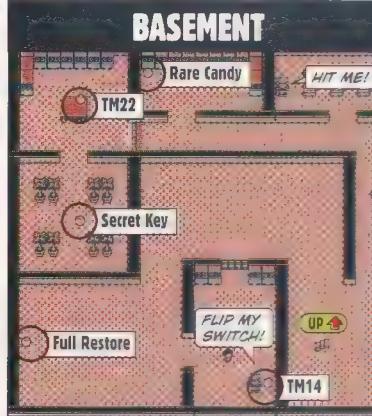


CINNABAR ISLAND

LEVEL 3



BASEMENT





POKÉMON RED, BLUE, & YELLOW

Routes 22 and 23

With all the badges, Ash is almost ready to face The Elite Four and try for the Pokémon Master title. From Viridian City, follow Route 22. In the Yellow version, you'll meet up with Gary who will chal-

lenge Ash with six tough Pokémon, between levels 45 and 53. Based on each Pokémon Gary uses, choose an equal or more powerful Pokémon.

At the end of Route 22, pass

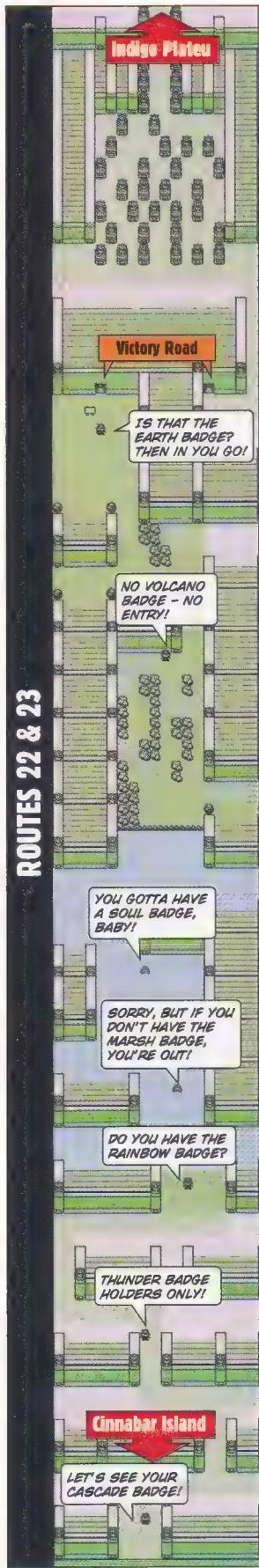
through the large building which leads to Route 23. This is a rather long, but pretty straight path that leads to Victory Road and the Pokémon League Headquarters.

Victory Road

The entrance to the Pokémon League Headquarters is protected by a natural, maze-like, underground cave area. Once inside, your goal is to find the exit, which will lead you to your destination. You'll need to explore all three floors, but the exit can be found on the second floor, to the right. In this area, be sure to capture the wild Moltres hiding in this area. He's ranked at level 50, so weaken him first and then toss out one of your strongest Poké Balls (but not the Master Ball).



ROUTES 22 & 23



Return to Viridian City:

Remember the Gym in Viridian City that was locked? Well, when you return, you'll discover it's open and Giovanni, Team Rocket's leader, is waiting. Stepping on conveyor belts that go in various directions will help you reach Giovanni, but you'll need to first defeat several of his students and their Pokémon.

To obtain Giovanni's Earth Badge and the TM27, you'll need to defeat a level 45 Rhyhorn, level 42 Dugtrio, level 44 Nidoqueen, level 45 Nidoking, and level 50 Rhydon (Red/Blue version). In the Yellow version, you'll face a level 50 Dugtrio, level 53 Persian, level 53 Nidoqueen, level 55 Nidoking, and a level 55 Rhydon. Use a combination of your best Water, Ground, and Psychic-type Pokémon to defeat this notorious Team Rocket leader.



LEVEL 1



LEVEL 2



LEVEL 3



Indigo Plateau

Between Victory Road and Indigo Plateau, you'll come across a Pokécenter and a Mart. Don't proceed any further until all of your Pokémons are in perfect health and you've stocked up on Full Restores, Max Potions, Full Heals, and Revives. You'll desperately need to stock up on these items in order to keep your Pokémons healthy during the intense battles to come.

Just when you thought the World's Greatest Pokémon Trainer title was to be awarded to Ash, Gary resurfaces. This time, he has an all-new group of Pokémons to challenge you with. Use Max Potions and Max Revives, to keep your Pokémons healthy. These are your final battles! Once Gary's Pokémons have been squashed, get ready to meet up with Professor Oak, who will be extremely proud of you.

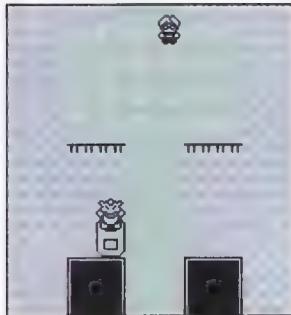
The Elite Four

The Elite Four is comprised of four top-notch Pokémon Masters, each with their own collection of very powerful and highly ranked Pokémons. In between each of these battles, you won't have time to visit a Pokécenter and will have to resort to power-ups to keep your Pokémons strong and healthy.

Here are the Pokémon Masters who make up The Elite Four.



LORELEI



Level 54 Dewgong
Level 53 Cloyster
Level 54 Slowbro
Level 56 Jynx
Level 56 Lapras

BRUNO



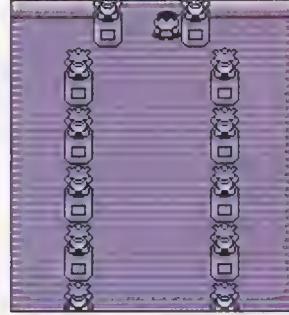
Level 53 Onix
Level 55 Hitmonchan
Level 55 Hitmonlee
Level 56 Onix
Level 58 Machamp

AGATHA



Level 56 Gengar and Golbat
Level 55 Haunter
Level 58 Arbok
Level 60 Gengar.

LANCE



Level 58 Gyarados
Level 56 Dragonair
Level 56 Dragonair
Level 60 Aerodactyl
Level 62 Dragonite

The Unknown Dungeon

After earning the title World's Greatest Pokémon Master, you discover the location of the rarest Pokémon—Mewtwo. He's hidden to the right, on a platform, within the basement of the Unknown Dungeon. The only way to capture Mewtwo is to use the Master Ball given to you by the President of Silph Co. There's no need to weaken this level 70 Mewtwo first. When you discover him, just toss the Master Ball and add him to your collection!

Now that Ash has completed his adventure, if you haven't loaded the Pokédex with data about each of the 151 types of Pokémons, you can go back to any location within the world of Pokémons and catch the creatures you missed! Use the **Fly** technique to quickly travel from place to place.



What About Mew?

Nintendo and Wizards of the Coast began touring the U.S. in September 1999 with a special Pokémon Training tour. If you saw the tour, you should have stopped and checked it out. If you did, you would have found a machine that Nintendo reps hooked up to your Game Boy, and downloaded Mew. The ultra-rare Pokémon can be "officially" captured that way and Nintendo keeps a close track on how many Mews they give out, so we hope you got yours. If you didn't...

You can get Mew by using Interact's Game Boy GameShark. Input the GameShark codes below, and Mew will occupy your first Pokémon position after you chose your Pokémons from Dr. Oak at the game's outset!

011564D1
019073D1
010574D1
017675D1
015E76D1

You'll need to nickname your Pokémons 'Mew' when you choose him so that his name will appear properly when you check your roster. It will be the 151st Pokémon in your first Pokémon position though — complete with Mew's four attacks, Transform, Mega Punch, Metronome, and Psychic!

Mew	
HP:	15
19 / 19	STATUS/OK
No. 151	
ATTACK	11
DEFENSE	9
SPEED	11
SPECIAL	11
ID#	32401
OT	SH





POKÉMANIA

POKÉMANIA

A Craze or Just Plain Crazy?

Sunglasses, backpacks, watches, key chains, sweaters, t-shirts, underwear, swimwear, electric toothbrushes, candy, cake decorating kits, stickers, magnets, marbles, lunchboxes, inflatable furniture, comic books, videotapes, CDs, school supply, mouse pads, tattoos, mini-skateboards, and trading cards. There's no better time to be a Pokémaniac than now. Pokémania has caught America by storm and with a

hundred new Pokémons on the way this fall, you can almost hear Pikachu, Squirtle, and pals singing "I thought I told you that we won't stop, I thought I told you that we won't stop."

You can practically accessorize your whole house with Poképaraphernalia. But the craze doesn't stop there. What's made the phenomenon so successful is that Pokémons are more than just a video game.

You can jump on anywhere! From the card game to the TV show, there are plenty of options for Pokéfans.

Let's check out this awesome craze!

The Story So Far...

While gameplay is relatively the same in all the Pokémons, each game offers slightly different features. So the next time someone asks "Don't you have this game already?" you can set them straight with the facts, because all Pokémons are not created equal.



Pokémon Red offers players more common Pokémons, while **Pokémon Blue** has rarer Pokémons.



Pokémon Yellow features Pikachu as your traveling companion.



Pokémon Gold and **Silver**, which promise Pokémons breeding among other things, are headed to the states Holiday 2000.

POKÉMON TIMELINE



April 1974

Pokémons are revealed to the world for the first time in *Korokoro Comics*.



February 27, 1996



Red & Green Pocket Monsters are released simultaneously in Japan only.

February 28, 1996

Korokoro Comics begins the 1st Pokémon comic strip, "Fushigi Pokémon Pipi."



The BK Kids Meal: burger, fries, drink, and a really hot toy. The packaging will also become a collector's item. Reason: Who saves food packaging?



Where's the Beef?

Kids Came For the Toy, Not the Meal

"Gotta catch 'em all" took on a whole new meaning when Burger King launched what may be the biggest toy promotion in fast-food history. Only the fuss over the Teenie Beanie Babies offered by McDonalds could compare to the frenzy of activity that surrounded the arrival of 57 different Pokémon toys.

At first, you could only get the toys with a kids meal. The toys were hidden inside cool, plastic Poké Balls so you couldn't tell which was which until you opened it, making it very hard to get a complete set. A lot of people traded like crazy to fill in their collections. Most Burger Kings had weekly trading nights when collectors were encouraged to come to the restaurant to wheel and deal.

The Trading Nights were a unique "happening." Everyone was there to share their love of Pokémon. It was a great chance to meet fellow



Solid-Gold Balls

BY DALE GARDNER

Illustration by Mark Geyer

March 1997

Pocket Monster sales exceed 3 million in Japan.

April 1, 1997

Pocket Monsters cartoon debuts on Japanese TV.



Commercial Break

Without a doubt, Burger King's Pokémon promotion was the most exciting thing to happen to fast food since the double-cheeseburger. Not only did the burger giant produce some of the coolest toys ever, they also created some great commercials. Here's a taste of what you missed.



A BK employee prepares for Pokémania by climbing into her protective suit!



They'll be here soon and she'll be ready!



Suited up and ready for battle, she picks up the bag...



Worth more than gold and as rare as sunken treasure, we see the objects of Pokémania's desire — the toys!



The ground begins to rumble — but this is no earthquake! Suddenly, on the horizon a stampede of excited Pokémania Trainers!



Free meals, yes. Uniforms, yes. But rabid 12 year-olds attacking me for Pokémon toys wasn't in my job description.



Using her height advantage, she stands her ground, fending off the voracious pack of Pokémania!



More than just lunch — it's the only way to catch 'em all!



Over 57 toys to collect and so little time!



For these hardcore Trainers, the 151 Pokémon cards are just the icing on the cake! Anyone for seconds?

Pokémon: Did'ya Know?

Pokémon originated 1996. 1. Toy industry. 2. It's popularity increased with the introduction of the video game. 3. Phenomenon that has taken over the world. 4. Millions of people have been affected by the game.

- Number of Pokémon currently available: 151
- Number of new Pokémon being introduced with *Gold* and *Silver*: 100
- Amount of money the license has generated: \$8 billion
- Amount of money the first Pokémon movie made in the U.S.: \$85 million
- When the third Pokémon movie is planned for release in Japan: July 2000
- Created by Satoshi Tajiri, one of the founders of GAME FREAK, Pokémon began modestly enough as a Game Boy game in Japan in 1996. Considered part of the virtual pot-fad, it swept Japan shortly afterwards and then went on to invade the U.S. In the cartoon, the scientist, Simon, believes the Pokémon may have come from outer space.
- Red and Green were available first in Japan. *Pokémon Blue* was only available for a limited time (and it wasn't available in any store). Players could only get the game by ordering it through kids' magazines.
- *Pokémon Green* is only available in Japan. It was released simultaneously with *Red*. *Green* has never been released in the States, nor are there any plans to release it here.
- *Pokémon Pinball* and *Pokémon Snap* are the only North American Pokémon games that don't feature Pokémon battles.
- *Pikachu Genki Dechu* was released last December in Japan. It's the only game so far to utilize the N64 microphone (only available in Japan). This allows you to talk and interact with Pikachu. Similar to *Pokémon Snap*, it allows players to hop around different parts of an island, while Pikachu carries out your commands.
- 10.25.99 The *Pokémon Yellow* Bundle releases in America with a special edition yellow Pikachu Game Boy.

Toy Box

Too Bad Christmas Only Comes Once a Year



#1 Bulbasaur

Flower Bulbasaur likes to play with money



#130 Gyarados

This Water master is from the movie 3-pack.

March 27, 1998



Pocket Pikachu goes on sale in Japan.



July 18, 1998

Pokémon movie is released in Japan.



August 1, 1998



Pokémon Stadium for N64 is released in Japan.

September 7, 1998



Pokémon Cartoon hits US television.



#9 Blastoise

A P-Kémon 3D figurine from the sticker 3-packs. Not available. Estimated and Unchecked.



Y2K BUG



2000 VOLKSWAGEN "PIKACHU" BEETLE

COLOR: Thunder Shock Yellow

ENGINE: 4 cylinder, 115 Horsepower.

0 TO 60: 9.7 seconds.

QUARTER MILE: 17.3 seconds.



Being the star of a major cartoon is a tough job. So, to blow off steam after a day filled with Pokémon adventures, Pikachu decided to buy a 2000 Volkswagen Beetle. In order to make his ride stand out from the crowd, Pikachu had it customized in Washington, where he lives during the summer. His neighbor, Bill Gates, immediately plunked down a large sum of money to get his own Pikachu Volkswagen. We've recently heard that Pikachu may be buying a custom Hummer. We'll keep you posted, and remember, if you ever see a yellow blur fly past you on the freeway, it's probably Pikachu out on another joyride!

#25 Pikachu

Scaling up X-Concepts
Funko mini finger board.



September 12, 1998



Pocket Monster
Pikachu released
in Japan.

September 28, 1998



Pokémon Red &
Blue released in
the US.

November 1998



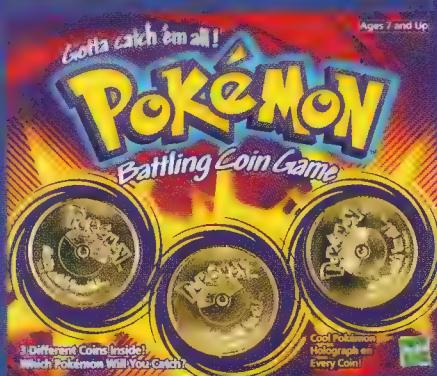
Pocket Pikachu
(Pokémon Pikachu)
released in US.

December 12, 1998



Pikachu Genki
Deechu
released in
Japan.

POKÉMON BATTLING COIN GAME



Pokémon Battling Coin Game features cool, brass collectible coins with holographic stickers. The coins come three to a set in a CD jewel case for six to eight bucks. They're a class act and a lot more durable than cards.

Each coin features a *Pokémon* surrounded by a colored border. The border is divided into pie slice-like wedges of different sizes with numbers, symbols, or the names of special attacks in them. These wedges determine what that *Pokémon* can do. Pretty clever, eh?

To play, you and your opponent should have a stack of three to six coins each. We like six-on-six battles. The first to eliminate the other wins.

Begin by turning over the first coin on each pile. Both players spin their coins. Stop the coins and move them together. The rules suggest that one player stop his coin and move it toward his opponent's until the two touch and the second coin stops spinning. We prefer a "stop your coins at the same time and move them together" technique.

Then, compare the information at where the coins touch on the pie wedges. This will show you the results of your match.

There is a colorful and sturdy reference card in each package that tells you everything you need to know. For example, if you both got numbers, the coin that scored the higher number wins and knocks out the other coin.

Strategize by selecting your coins and their order. Try to have a variety of colors, special attacks, and items. This game has a lot less depth than the card game, which makes it ideal for younger players.

Meet the Makers

Mac Interviews the Creators of *Pokémon*

Recently, the *Pokémon* creators were in San Francisco and I took this opportunity to go behind the scenes and meet them.



MASAKAZU IWAO is the Director of Storytelling at *Pokémon* Works and the TV show. He's also the Director of the *Pokémon* Animation Department.

KENJI KAWAI is *Pokémon* Co-Designer, *Pokémon* Animation Department, and *Pokémon* Character Designer.

JUNICHI MASUDA is General Manager of the *Pokémon* Division of GameFreak and the *Pokémon* with *Pokémon* characters that appear in the *Pokémon* Trading Card Game.

Q: Did you ever expect all this?

A: (Ishihara) We did expect a positive response from the United States, but it has gone way beyond our expectations, we've never imagined this kind of success.

Q: Will we get tired of it? What will you do to keep *Pokémon* fresh and inventive?

A: (Ishihara) When it comes to *Pokémon*-related products, we're always trying to make something fun, and making ourselves happy with these new line of products. We are always trying to make something new and enjoyable, so as long as we can keep this kind of attitude in ourselves, we are not diminishing any product interest. We can tell, and we're very happy making the future product for *Pokémon*, and we can supply the market with new, fun, and exciting product. For example *Gold* and *Silver* introduces breeding and other new features which we think will excite the U.S. market and keep *Pokémon* interest high.

Q: I've played *Gold* and *Silver* and I'm really impressed with the new features, especially breeding. Was breeding a controversial subject?

A: (Ishihara) If you look at the game carefully, we never use the term breeding. Sometime in the morning you wake up and see this egg. And it's like the bird is bringing you the egg. It just happens to be a baby for you. We've been very careful how we treat the subject.

Q: So it's like the stork?

A: (Ishihara) Exactly.

Q: Was Pikachu always intended to be the "Mickey Mouse" of *Pokémon*?

A: (Ishihara) As far as the Game Boy game is concerned, no, that's not the case. It's Mr. Kubo who made him more like Mickey Mouse later. For the TV show, Pikachu is just one of the many characters.

Q: Who's your favorite *Pokémon*?

A: (Ishihara) My favorite is from *Gold* and *Silver*.

Q: The first movie opened well, but didn't stay in theaters long, what are you doing to make the second movie better?

A: (Kubo) To tell the truth, we made the script and movie more philosophical, because the public concept of *Pokémon* is that it was just for children, we wanted it to have more appeal to adults and high school children. So maybe we made the script a bit too complicated for the U.S. audience when they expected to see a child's cartoon.

When it comes to the second movie, which is coming to the United States later this year, we already intended it to be partially produced in America. So it should have more appeal to the American audi-

December 18, 1998



February 13, 1999

Pokémon airs on the Kids WB Network.



February 24, 1999

US version of *Pokémon Jet* starts service in San Francisco and NY with International routes.



March 21, 1999



Pokémon Snap releases for N64.

Pikachu 12-inch Plush
from Hasbro

ence. The second movie is really made for the global audience.

The biggest problem we had with the movie was the promotion we tied to the movie, we went through 10 million trading cards.

Q: I love the TV show, will we see more of the TV show in the movie?

A: (Kubo) Most of the staff that are working on the TV show are also working on the movie. But many of the things you see in the TV show are experiments, which may be seen in some of the upcoming movies. We are trying many theatrical things. But thank you, we're glad you're a fan.

Q: Who is your favorite Pokémon?

A: (Kubo) Meowth. I'm responsible for making the original TV show, and Meowth was of course not very popular in the Game Boy game. But when we introduced him, he became very popular.

Q: Will there be other Pokémon that can speak?

A: (Kubo) Only Meowth will be able to speak with his mouth.

Q: Will Pokémon from Gold and Silver be introduced on the TV show?

A: (Kubo) All the new Pokémon will be seen

in the TV show eventually. Like Topegi and Snubble was introduced in the First movie. **Q: Let's talk for a second about Game Boy Advance and the next generation of video games? How will artificial intelligence play a role in the development of the series?**

A: (Ishihara) If you've seen Pikachu VRS, you've seen one type of the ways that we will use artificial intelligence to make games. Interacting with Pikachu on a one-on-one basis, that interests us. But as far as Pokémons concerned, they're not virtual pets.

Q: Talking about virtual pets reminds me of the virtual pet fad a few years ago, are you worried about me-too Pokémons products? Like the Tamagotchi had?

A: (Ishihara) We are always trying to enjoy ourselves when making new Pokémons products. I'm concerned that the people that are trying to make me-too products are not enjoying themselves, that

“Creatures and GAMEFREAK are already working on a 3D Digital Pokémons TV game show.”

they are doing it for some other reason. Those me-too products could never get the kind of popularity that Pokémons has.

Q: Where does Nintendo go from here with Pokémons? Will we see new games on Dolphin and Game Boy Advance?

A: (Kawaguchi) Of course, for both Game Boy Advance and Dolphin, Nintendo has been asking Mr. Ishihara's team for new concepts and new ideas. Mr. Kubo will continue to work hard on the television show and the movies. It's our job to supply a hundred-person force so they can present their new ideas to the public.

Q: Are there hidden Pokémons in Gold and Silver?

A: (Kawaguchi) Yes! We will have many new and exciting characters and some are still unknown. From the Red Blue version and Gold and Silver versions, these games will continue to introduce new characters. I should also tell you Nintendo is also working on other projects with Game Freak that are not associated with Pokémons.

That's awesome! Thanks guys for the great interview!



April 14, 1999



Poké Ball
Pinball
released
Game Boy.

April 30, 1999



Poké Ball
Pinball
released in Japan
for N64.

October 25, 1999

Poké Ball
Pinball
released in the U.S.



Holiday, 2000

Poké Ball
Pinball
scheduled for
simultaneous release in
the U.S.



SAY CHEESE!

Complete Your PKMN Report

Welcome to Pokémon Island. You'll find many wild Pokémon here. The island consists of seven areas. For each area, you'll have a 60-shot roll of film to photograph as many Pokémon as possible. Using a variety of items, you can lure Pokémon closer and get them to do all sorts of crazy things. But you'll have to be quick with the camera to "snap 'em all."



SNAP ITEMS

TODD NEEDS MORE THAN JUST A CAMERA to get great shots — these items will help.



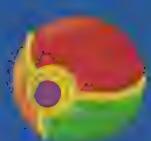
ZERO-ONE

An all-terrain vehicle that helps Todd move around the island.



APPLE

After earning 24,000 points, you'll be rewarded with apples, which can be used to lure Pokémon closer to you or to different places, resulting in better shots.



PESTER BALL

Throw Pokémons with the Pester Ball, which you'll get after earning 22,000 points, will make them do weird and crazy things, perfect for great pictures. It's also useful for testing out hidden Pokémons.



POKÉ FLUTE

When you get 140,000 points, Professor Oak will give you the Poké Flute. It plays a number of songs, each affecting the various Pokémons in different ways.



PROFESSOR OAK



Professor Oak is a world-famous Pokémon expert. He's studying all the different Pokémon on Pokémon Island, where Pokémon can be found in their natural environment. Wild Pokémon are everywhere. Yet his research is incomplete. He needs help, but feels that Pokémon Trainers will be more interested in catching Pokémon than helping his study. As Todd, a talented, young photographer, you'll help Professor Oak with his project. You'll tour Pokémon Island, photographing as many Pokémon as possible for the PKMN Report.

You can look at your best shots in the PKMN Report. So if you want to "snap 'em all," then be sure to check out this area-by-area guide that will get you the best photos of all 63 Pokémon in no time.

Professor Oak will grade your pictures on four factors:

SIZE

Bigger Pokémon get better scores.

POSE

Active poses get better scores.

TECHNIQUE

Keep Pokémon in the center of the picture.

QUANTITY

More of the same kind of Pokémon in one shot gets a better score.



BEACH



A SEASIDE AREA WITH PLENTY OF POKEMON



PIDGEY, # 16

The three Pidgey at the beginning are kind enough to fly right across your screen allowing you to get a good close-up.



DODUO, # 84

Doduo jumps across your path after the Pidgeys pass. You'll see another later, but this is the best photo opportunity.



PIKACHU, # 25

You'll find Pikachu standing on the sand to the right, just zoom in and snap a good picture.



LAPRAS, # 131

Lapras appears in the distant ocean to your right. But continue to check the ocean when revisiting this area, since it may come closer to shore.



BUTTERFREE, # 12

After the Pikachu, you'll spot three Buttertrees flying around to the right. Follow them and get a close-up, hopefully with other Butterfreees.



SNORLAX, # 143

You'll be able to rouse Snorlax by playing the Poké Flute. It will start to dance. Click away!



MEOWTH, # 52

The first time you see Meowth, knock it off the hill with a Pester Ball. It'll get up and pretend to attack. This pose will get some good points.



SCYTHER, # 123

Toss Pester Balls into the ruffling grass on your left to reveal the flying Scyther. Snap its photo while it hangs in the air.



CHANSEY, # 113

While it's rolling around the rocks in a ball, hit Chansey with an item to get it to open up and reveal its true form.



EEVEE, # 133

This little baby will be chasing Chansey around the rocks. Snap a shot of the Eevee gliding in mid-air for bonus points.



KANGASKHAN, # 115

The Kangaskhan will turn its back to you unless you hit it with an apple. Once you do, it will get into an attack pose for a shot that Professor Oak is sure to love!

TO ADVANCE

All you need to do is take pictures of six different types of Pokémon. It's that simple.

SECRET PICS



Lead Pikachu to the nearby surfboard with apples and watch it get on and catch a wave!



ULTIMATE PIKACHU

When you flush out the Scyther, two Pikachu run out and hop onto the tree stumps. Get this picture for really big points.



WHIRLWIND PIDGEY

At the end of the area, two Pidgey will attack Meowth on the right with their Whirlwind attack. Take pics of both Meowth and Pidgey.

TUNNEL



A MYSTERIOUS AREA WITH AN OLD, ABANDONED POWER PLANT



PIKACHU, # 25

This cute Pokémon will be at the entrance on the right, after the big doors to the left (before the egg), and with Diglett after the second doors.



ELECTRODE, # 101

Lots of these are rolling around near the tunnel entrance. Hit one with an item and take a picture of the "exploding" results.



ELECTABUZZ, # 125

After you see one chasing an Electrode, quickly dash in front of it. Then turn around and take a good picture before Electabuzz passes you by.



KAKUNA, # 14

These guys will be dropping down before the first big doors. Be on the look out, one may drop right in front of your face!

MORE TUNNEL ▶



POKÉMON SNAP

TUNNEL CONTINUED...



After the first set of doors open, Zubat will quickly fly towards you. Get a good picture before it flies away (this will also happen at the other set of doors).



A small water pool to the right just after the broken machine is home to this Magikarp. It jumps out quickly, so look for it.



Lead the second Pikachu to the egg with apples, then play the Poké Flute to get it to do its lightning attack. This will free Zapdos from its egg. It will then recharge the Power Plant. The best picture will be of the bird bursting from its egg.



(1) A purple ball will be flying around before and after the second set of doors. The flight pattern is hard to follow, but try to keep the ball in the center of the screen. (2) Later, you'll see that it's Haunter.



Use apples to lure three Magnemites together and you'll get a Magneton. Click away!

MAGNETON, # 82

TO ADVANCE



You can spot Diglett after the second set of doors, to the left with Pikachu. A close-up of it going back into its hole will get you some good points.

Like Diglett, only tripled! When you see Diglett, keep taking pictures of it, causing Pikachu to move. Get Pikachu far enough over and Dugtrio will pop up.



Coax the Magnemite into a photo opportunity by throwing an apple.



(1) At the end of the level to the right, you'll see an Electrode sitting in front of a pile of rocks. Toss an apple at the ball, (2) it will explode and (3) reveal a new area!

SECRET PICS



At the beginning, Pikachu will move once you take its picture. Continue to do this until it gets in an Electrode's way. Instead of being run over, the Pikachu will hop on the ball and roll with it. Dash ahead for a close-up.

VOLCANO



A HOT, LAVA-FILLED AREA WITH A GIANT MOUNTAIN IN THE BACKGROUND



Toss an apple at the first one that dashes towards you to get it to rear up on its hind legs. This will make the best picture.



When you find the first Vulpix, lead it further up the path with apples to the other two. Throw another apple, then take a good group photo.



MAGMAR, # 126

You'll find one with a Charmander. Later on, you'll spot two after the egg. Toss an apple between the two Magmars and watch them fight it out.



CHARMANDER, # 4, CHARMELEON, # 5

The first one can be found with Magmar. By throwing an apple, Magmar will use its fire breath on Charmander, turning it into Charmeleon. Six hidden Charmanders can be found later.



MOLTRES, # 146

The Moltres' egg blocks your path in the middle of the level. Knock it into the lava with an apple. The Moltres will emerge from the lava and soar above you. Snap it with its wings open for a beautiful pic.



GROWLITHE, # 58

Toss Pester Balls into the three lava craters and a Growlithe should emerge from each. Lure all three closer to you to get a good picture.



ARCANINE, # 59

Sometimes, the bigger Arcanine will jump out instead of a Growlithe. Follow the same procedure as for the Growlithe.



MAGIKARP, # 129

You'll see a small pool of water before the three craters. Throw in an apple and watch Magikarp emerge.



CHARMELEON, # 5

This red guy will be circling a pool of lava. Once he moves close enough, take a picture.



CHARIZARD, # 6

When the Charmeleon comes to the front of the pool, throw a Pester Ball at it and knock it in. After a second, a gigantic Charizard surfaces. Try to get as much of its huge body in the frame as possible.

MORE VOLCANO ▶



VOLCANO CONTINUED...

TO ADVANCE

You'll need 22 different species of Pokémons on film to advance. You can backtrack to previous levels and use the apple to find new Pokémons.

SECRET PICS

This time, when you come upon the egg, don't hit it. The Zero-One will stop instantly to protect it. Now look



MULTIPLE
CHARMANDERS

to the left and you'll see two Charmanders. Start throwing apples and more Charmanders will come out, six in all. Lure them closer with apples, then play the Poké Flute to get them to look at you. Focus on the center guy and snap a picture, but get all six in the shot. It will be one of your best and highest scoring photos!



RIVER



HIDDEN POKÉMON INFEST THIS WINDING RIVER



POLIWAG, # 60



BULBASAUR, # 1



SLOWPOKE, # 79

These little guys are hiding in the brush on the hill to the right. Hit them with Pester Balls to draw them out to the water. Big points if you can get all three.

To the left will be two green stumps rising above the logs. Throw Pester Balls to draw out the Bulbasours. Throw an item into the small cave to bring out another Bulbasaur, three in all.

Slowpoke stares at you with a dopey expression, so getting a good picture is simple.



SLOWBRO, # 80

The evolution of Slowpoke is tough to get. Lure the Slowpoke with apples to a brown spot (near the sign). It will turn away from the water and start fishing with its tail. A Shellder takes

the bait, biting Slowpoke and turning it into a Slowbro. Play the Poké Flute to get it to turn toward you.



VILEPLUME, # 45

The mushroom known as Vileplume will only come out if you play the Poké Flute. Play the second song of the flute to get it to do flips.



SHELLDERS, # 90

These big-tongued flyers will just pop out from the water after you pass the Slowpokes. Dash ahead to get a good picture before the Shellders fly away.



METAPOD, # 11

When passing under the green canopy, you'll spot four Metapods at the top. Hit the last one with a Pester Ball to make it come down, stopping the Zero-One. Then turn around and

hit the other three for an even better shot.



PSYDUCK, # 54

Psyduck will be wandering around in circles after the Metapods. Hit it with a Pester Ball. It will dive under the water, then jump up for a beautiful photo. Snap it before it ducks back down.



PORYGON, # 137

To the right, after the Psyduck, will be a small brown critter crawling on a wall. Hit it with a Pester Ball to reveal a stone-like Porygon.



CLOYSTER, # 91

The Cloyster will rise out of the water like the Shellders. Snap a picture of it before it floats away.

TO ADVANCE

There will be two Porygons after the Psyduck. (1) Hit the second Porygon with a Pester Ball (2) and it will jump onto the switch, (3) revealing a new exit.



SECRET PICS



1



2

EXCITED PIKACHU

At the end of the level, (1) Pikachu will be resting on top of a wood structure. (2) Hitting it with a Pester Ball will cause it to run around like a maniac. It'll be a tough shot to get, but the points are worth it.

IT'S A SNAP!

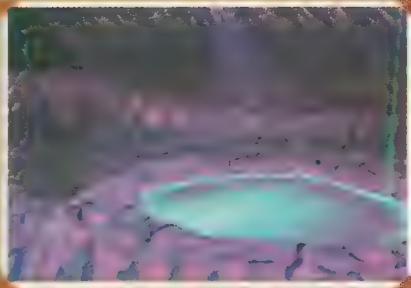
This real, battery-powered Pokémon Camera has an electronic flash and resembles a Pikachu and Poké Ball. The camera, available from Tiger Electronics, is less than twenty dollars and puts a colored Pokémon border around each picture you take! It's a snap to use and is guaranteed to be one of the neatest cameras you'll ever own.





POKÉMON SNAP

CAVE



A DEEP, DARK CAVERN FILLED WITH MANY UNUSUAL POKÉMON.



GRIMER, # 88

You'll see some of these dirty Pokémon off in the distance, but eventually you'll pass straight over one. Get its picture.



MUK, # 89

Repeatedly hitting a Grimer with Pester Balls will cause it to transform into Muk.



ZUBAT, # 41

Two Zubats will be flying around at the beginning. Get a good shot before they fly away.



BULBASAUR, # 1

Three Bulbasaur are walking around the second room of the area. Lure them together for a good shot.



Ditto, # 132

Hit the Bulbasaur with a Pester Ball to reveal the Pokémon in its true form: the Ditto!



KOFFING, # 109

Three of these purple guys will be chasing Jigglypuffs around the area. You can get a good close-up before they leave.



JIGGLYPUFF, # 39

These puff balls are being chased by Koffings. You can get a close-up of them while flying, but it's better to save them from the Koffings.



WEEPINBELL, # 70

In the middle of the level you'll see Weepinbell circling a pool of water. Get a good picture when it approaches.



VICTREEBELL, # 71

Knock the Weepinbell into the pool and out will pop the menacing Victreebell.



MAGIKARP, # 129

Yes, it's Magikarp again. This time it's in the water pool before the Weepinbell. Throw in an apple to get it to pop out.



JYNX, # 124

Two of these witches encircle the egg. Play the Poké Flute to get them in an active pose.



ARTICUNO, # 144

Play the Poké Flute around the Jynx and Articuno will suddenly burst from the egg. You'll be treated to a light show as the Articuno hatches.

TO ADVANCE

Capture 40 different species of Pokémon on film to advance to the next level.

SECRET PICS



FLOATING PIKACHU

Try to hit the Zubat with a Pester Ball. It's tough to hit, but doing so will knock Pikachu loose, causing Pika to float to the ground. Snap a pic for special points.



FLYING PIKACHU

Once it hits the ground, the Pikachu will run over to the egg. Play the Poké Flute to free Articuno. Eventually, Pikachu will hop on Articuno! Save film for this very special shot.



SINGING JIGGLYPUFFS

Save as many Jigglypuffs as you can by hitting the Koffings with Pester Balls. The ones you save will show up at the end of the level, singing on stage. Photograph all three singing and your points will go through the roof!

VALLEY



A TURBULENT RIVER SURROUNDED BY MOUNTAINS



SQUIRTLE, # 7

In the water, at the beginning, you'll see brown shells. Hit as many as you can with Pester Balls to knock them on shore, revealing Squirtle! Use an apple to lure them closer.



MAGIKARP, # 129

Throwing items in the water will occasionally cause a Magikarp to pop out.



GOLDEEN, # 118

Other times, the much rarer Goldeen will jump out and dive back into the river. Snap quick!



DRATINI, # 147

Sometimes, you won't get Magikarp or Goldeen. Instead, it'll be Dratini.

MORE VALLEY ▶



VALLEY CONTINUED...



The Sandshrew will dig into the ground when you get close. Knock down a Geodude to make Sandshrew surface.

SANDSHREW, #27



Like Sandshrew, only bigger. This time, you have to knock down a Graveler to get Sandslash to appear.

SANDSLASH, #28



You'll see three on the wall right after the Squirtles. After that, there will be two on the left. Use a Pester Ball to knock them down. Get a group shot if you can.



The first one will be on the left with the two Geodudes. Knock the two Geodudes down and the Graveler will come crashing down. You'll find another three later in the level. Play the Poké Flute to get them to do a group dance for special points.



Mankey will show up often, but refuse to come close. Get the best picture at the end of the level (see "To Advance").

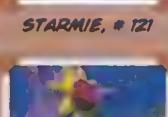
MANKEY, #56



At the start of the area, you'll see a Magikarp flopping around on the distant shore. Hit it with a Pester Ball. This causes it to flop over to Mankey, who will hit the fish far away. Later, the Magikarp will be spotted after the three Gravelers, flopping on the rocks. Throw another Pester Ball at it, to get it back into the water. It will swim through the waterfall and a giant Gyarados will burst out.



This floating star will circle around you once you take its picture. Make sure that one picture is good.



If you took a good pic of Starmie, it will circle you. It'll follow you as you head toward the whirlpool, which will suck in the Starmie and throw out a Staryu. Staryu won't hang around for long, so be quick.



Throw a Pester Ball into the whirlpool and a Dragonite will fly out. It'll be in a nice pose as it hangs above the whirlpool.

DRAGONITE, #149

TO ADVANCE



After the whirlpool, there will be a hill to the right. A Mankey will be at the top, and three Squirtles are at the bottom. The first two Squirtles hop into their shells and slide up the mountain, missing Mankey. The third will hop into its shell and wait for you. (1) Once the shell and Mankey are lined up, hit the shell with a Pester Ball, causing it to slide up and hit Mankey, knocking it off. When you come around the bend, Mankey will be standing a few feet away from the switch (now's the time for a good close-up). Hit Mankey with a couple Pester Balls (2-3) to whack it onto the switch, opening up a new area: Professor Oak's Research Station!

POKÉMON SIGNS

Professor Oak tells you there's another area, but you must first find the six Pokémon Signs located within the levels. It may be tough because the Signs look like part of the environment.



After the first Pikachu, look to the left. There will be a rock formation that looks like two Kinglers.

BEACH



Once Zapdos is freed, it will power up the plant. In the next room, you'll see three Electabuzzes. Pass them and look on the wall to the right to see the next sign.

TUNNEL



VOLCANO

At the beginning to the left, (1) a crater will be spewing purple smoke into the air. Toss a Pester Ball into the crater and keep your eye on the purple smoke. (2) Once it looks like a Koffing, take the picture.



RIVER

When the Vileplume is at rest, it'll emit a yellow gas that obscures the sky. Use the Poké Flute to wake it up and the gas will be gone. Now look above the Vileplume to see the fourth sign.



CAVE

To the left of the water pool and Weepinbell is a strange arrangement of lights on the wall. They may not look like anything, but take a picture anyway to reveal its true form: Mewtwo.



VALLEY

At the beginning, look at the mountain in the distance. Looks like Dugtrio? That's because it is a sign of Dugtrio. It's the last sign!



RAINBOW CLOUD

After finding all six Pokémon Signs, Professor Oak tells you that the signs lead to one place: Rainbow Cloud. The area is quite barren upon arrival, and the elusive Mew is the only Pokémon in sight. But, man, is it tough to get.

RAINBOW CLOUD

Getting a picture of Mew is no walk in the park. It is surrounded by a protective bubble that prevents you from taking its picture. At first, the bubble will be green and will move randomly from side to side. (1) Hit it three times and the bubble will become yellow. (2) Mew will flash across the screen in a hurry. Hit it three more times and it will lose its second bubble. Now, Mew is free from its bubble, but it's not over yet. Mew will now float right by you with its back turned, chasing its bubble. Try to hit it in the head with a Pester Ball (this is extremely tough). Hitting it once will cause it to stop and spin towards you. (3) Now dash ahead as quickly as you can and snap a close-up before it floats away. Success! This picture can go all the way up to 10,000 points, easily the highest scoring photo in the game. You are now a master.



You're not done yet, though. Each level will now have a Pokémon Score Challenge for you to top. You'll have one chance through each level to take the best pics. If you can beat these scores, then you're truly the *Pokémon Snap* master.



Full-Tilt Boogie

Tips and Tricks to Score Big and Capture Rare Pokémons

Pokémon Pinball has two pinball tables to choose from — the Red Table and the Blue Table. Both tables are loaded with secret areas and plenty of Pokémons to capture. Both are very similar, and while I'll focus on the Red Table, I'll show you the secret areas and teach you how to become a pinball wizard for both!



THE TABLE

EVERY PINBALL TABLE HAS 'EM and you need to know what they are to score major points.

Flippers
Used to keep the ball in play.

Field Multiplier Lanes
Light up all three lights to upgrade from Poké to Great to Ultra to Master Ball.

Spinner
Spin it to charge Pikachu's Kickback.

Thunder Meter
Shows Pikachu's Kickback power.

Right Loop
Hit the Poké Ball through here to light the Catch 'em Arrows.

Left Outside & Inside Loop
Hit the Poké Ball through these loops three times to light up the Evolution Arrows.

Out Lanes & Return Lanes
Light Up "CAVE" to open the Bonus Cave.

Sling Shot Bumpers
Keeps the ball in play.

Pokémon Panel
Shows messages or a shadow of a Pokémon when you're in Catch 'em Mode.

Catch! Counter
(located below Pokémon Panel)
To catch a Pokémon, hit it three times in Catch 'em Mode to light up all three Poké Balls. Then shoot into the Bonus Cave to enter Bonus Stages.

Ball Saver & Shoot Again Light
When lit, the ball is saved or you can shoot again.



Keeping the Ball in Play



Learning how to nudge the table is an indispensable tool for keeping the Poké Ball in play. Real pinball wizards call this "putting english on the machine." To nudge the table, or give it english, is done easily. Pressing the **B** button and the **□** will nudge the table to the left and right. The Select button will move or nudge the table upward. Learning to do this properly is the most important tip you can learn.

- As with any pinball table, putting too much english on the table will cause the machine to tilt, so learn the table's limits.
- When the ball is caught in a tight spot between the Field Multiplier Lanes or the Voltorbs, tilting the table will help you rack up points and hit targets.
- If the ball falls into the Out Lane, hold the flipper up and use the upward tilt to keep the ball in play.

The Blue Table



Different Color, Same Game

Instead of Voltorbs, hit the Shellders six times to reveal the Pokémons during Catch 'em Mode. Slowpoke blocks the entrance to the Evolution Cave rather than Ditto.

The Red Table



Flaming Hot Action!

The Red Table features different Pokémons just like the Red version of the Game Boy game. To catch all the Pokémons, you have to become a *Pokémon Pinball* Master on both tables.



MAC'S QUICK TIP

If you "Miss" an area pointed at by an arrow, no more arrows appear for ten seconds. To immediately make the arrows appear again, send the Poké Ball completely through either the Left or Right Loop.



MAC'S QUICK TIP

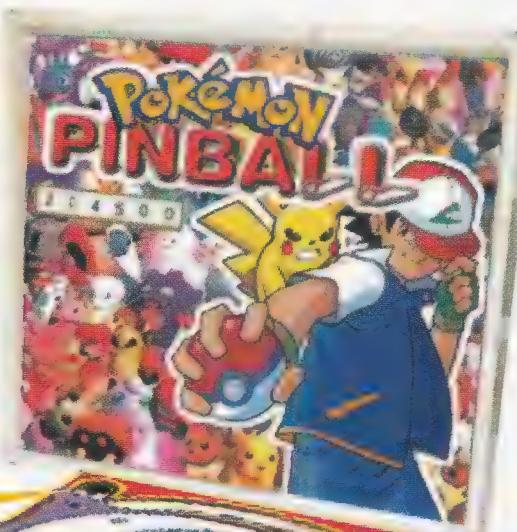
Bonus Stages

More Bang for Your Buck

In the bonus stages, you've got a limited amount of time to hit all your targets. While the stages are different on each table, the strategy for each is the same. Since you have a limited amount of time, ball control is extremely important to complete each stage (see "Keeping the Ball in Play").

Bonus Stage Tip

To rack up points, don't clear the Mewtwo stage. Leave it unfinished and return to get more points. Hitting Mewtwo's shield is worth 1,000,000 points. Hitting Mewtwo is worth 50,000,000.



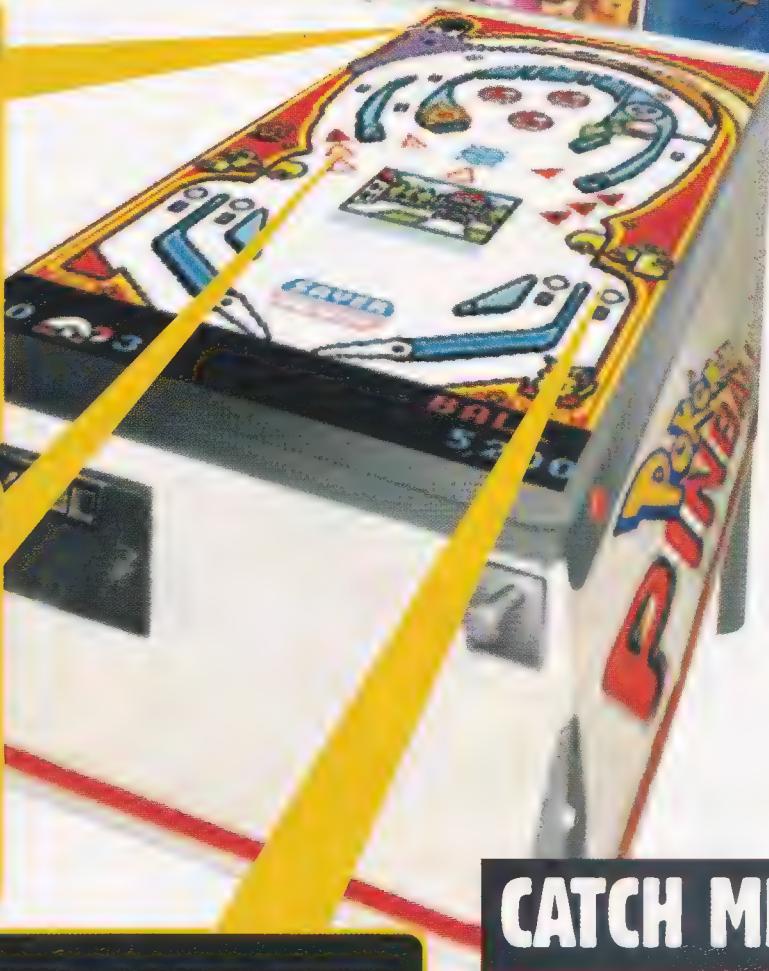
Evolving Pokémon



Evolve 'em all!

Ditto blocks the entrance to the Evolution Cave. Light all three Evolution Arrows to enter the cave. Not all 151 Pokémons will be available unless you evolve several.

So, you'll need to return to the cave a lot. Hitting the ball into the Evolution Cave will start an evolution. You'll then choose which Pokémon to evolve. Now, you'll have two minutes to hit all the indicated areas, grab your prize, and reveal an item. Once you've collected three items with the Poké Ball you'll open the Bonus Cave. Pop the ball into the cave to complete the evolution.



Catching Pokémons



Catch 'em all!

Light up at least two Catch 'em Arrows to enter Catch 'em Mode – two are lit when you begin. When two Catch 'em Arrows are lit, you have to hit Bellsprout to start Catch 'em Mode. Light all three Catch 'em Arrows before triggering Catch 'em Mode and rare Pokémons may appear. Once the Catch 'em Mode begins, a shadow of a Pokémon will appear in the Pokémon Panel. Then, hit Voltorb six times to reveal the Pokémon outline. A real Pokémon will appear. Hit the Pokémon three times in two minutes to capture it.



Sightseeing



You can't capture all the Pokémons if you stay in one place. You'll have to move from one area to another. There are three "Areas." You'll remain in Area One for the first three moves. The fourth and fifth moves will be in Area Two. The sixth move will be to Area Three, which only contains the Indigo Plateau, where the rarest Pokémons are.

To start a Map Move:

- Hit the Diglett three times.
- Dugtrio will appear. If it appears on the right, send the Poké Ball through the Right Loop or into Bellsprout's mouth. If the Dugtrio appears on the left, send the Poké Ball through either of the two Left Loops. Then, hit the ball into the open Bonus Cave. Do this in thirty seconds!
- Refer to your game manual for the Pokémons you'll find in the different areas.

CATCH MEW



Here Kitty, Kitty ...

Capture Mew by finishing all three Bonus Stages twice: Diglett, Gengar, and Mewtwo for the Red Table, or Meowth, Seel, and Mewtwo for the Blue Table. Then Map Move to the Indigo Plateau. Light all three Catch 'em icons to activate Catch 'em Mode. The chances are slim (6%) that Mew will appear, but it's the only way in *Pokémon Pinball* to catch this elusive Pokémon.



013	WEEDLE		TYPE 1: Bug	TYPE 2: Poison
ABILITIES				
Poison Sting	ALL	Poison		
String Shot	ALL	Bug		



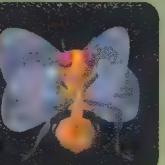
Weedle ► Kakuna (Level 7) ► Beedrill (Level 10)

014	KAKUNA		TYPE 1: Bug	TYPE 2: Poison
ABILITIES				
Harden	ALL	Normal		



Weedle ► Kakuna (Level 7) ► Beedrill (Level 10)

015	BEEDRILL		TYPE 1: Bug	TYPE 2: Poison
ABILITIES				
Fury Attack	12	Normal	Agility	35
Focus Energy	16	Normal		Psychic
Twineedle	20	Bug		
Rage	25	Normal		
Pin Missile	30	Bug		



Weedle ► Kakuna (Level 7) ► Beedrill (Level 10)

016	PIDGEY		TYPE 1: Normal	TYPE 2: Flying
ABILITIES				
Gust	ALL	Flying	Agility	36
Sand Attack	5	Normal	Mirror Move	44
Quick Attack	12	Normal		Flying
Whirlwind	19	Normal		
Wing Attack	28	Flying		



Pidgey ► Pidgeotto (Level 18) ► Pidgeot (Level 36)

017	PIDGEOTTO		TYPE 1: Normal	TYPE 2: Flying
ABILITIES				
Gust	ALL	Flying	Agility	40
Sand Attack	ALL	Normal	Mirror Move	49
Quick Attack	ALL	Normal		Flying
Whirlwind	ALL	Normal		
Wing Attack	31	Flying		



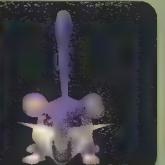
Pidgey ► Pidgeotto (Level 18) ► Pidgeot (Level 36)

018	PIDGEOT		TYPE 1: Normal	TYPE 2: Normal
ABILITIES				
Gust	ALL	Flying	Agility	44
Sand Attack	ALL	Normal	Mirror Move	54
Quick Attack	ALL	Normal		Flying
Whirlwind	ALL	Normal		
Wing Attack	ALL	Flying		



Pidgey ► Pidgeotto (Level 18) ► Pidgeot (Level 36)

019	RATTATA		TYPE 1: Normal	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Super Fang	34
Tail Whip	ALL	Normal		Normal
Quick Attack	7	Normal		
Hyper Fang	14	Normal		
Focus Energy	23	Normal		



Rattata ► Raticate (Level 20)

020	RATICATE		TYPE 1: Normal	TYPE 2:
ABILITIES				
Tackle	ALL	Normal	Super Fang	41
Tail Whip	ALL	Normal		Normal
Quick Attack	ALL	Normal		
Hyper Fang	ALL	Normal		
Focus Energy	27	Normal		



Rattata ► Raticate (Level 20)

021	SPEAROW		TYPE 1: Normal	TYPE 2: Flying
ABILITIES				
Peck	ALL	Flying	Drill Peck	29
Growl	ALL	Normal	Agility	36
Leer	9	Normal		Psychic
Fury Attack	15	Normal		
Mirror Move	22	Flying		



Spearow ► Fearrow (Level 20)

022	FEAROW		TYPE 1: Normal	TYPE 2: Flying
ABILITIES				
Peck	ALL	Flying	Drill Peck	34
Growl	ALL	Normal	Agility	43
Leer	ALL	Normal		Psychic
Fury Attack	ALL	Normal		
Mirror Move	25	Flying		



Spearow ► Fearrow (Level 20)

023	EKANS		TYPE 1: Poison	TYPE 2:
ABILITIES				
Wrap	ALL	Normal	Strech	31
Leer	ALL	Normal	Acid	38
Poison Sting	10	Poison		Poison
Bite	17	Normal		
Glare	24	Normal		



Ekans ► Arbok (Level 22)

024	ARBOK		TYPE 1: Poison	TYPE 2:
ABILITIES				
Wrap	ALL	Normal	Strech	36
Leer	ALL	Normal	Acid	47
Poison Sting	ALL	Poison		Poison
Bite	ALL	Normal		
Glare	27	Normal		



Ekans ► Arbok (Level 22)

025	PIKACHU		TYPE 1: Electric	TYPE 2:
ABILITIES				
Thunder Shock	ALL	Electric	Agility	33
Growl	ALL	Normal	Thunder	43
Thunder Wave	9	Electric		
Quick Attack	16	Normal		
Swift	26	Normal		



Pikachu ► Raichu (Thunder Stone)

026	RAICHU		TYPE 1: Electric	TYPE 2:
ABILITIES				
Thunder Shock	ALL	Electric		
Growl	ALL	Normal		
Thunder Wave	ALL	Electric		



Pikachu ► Raichu (Thunder Stone)

027	SANDSHREW		TYPE 1: Ground	TYPE 2:
ABILITIES				
Scratch	ALL	Normal	Fury Swipes	38
Sand Attack	10	Normal		
Slash	17	Normal		
Poison Sting	24	Poison		
Swift	31	Normal		



Sandshrew ► Sandslash (Level 22)

028	SANDSLASH		TYPE 1: Ground	TYPE 2:
ABILITIES				
Scratch	ALL	Normal	Fury Swipes	47
Sand Attack	ALL	Normal		
Slash	ALL	Normal		
Poison Sting	27	Poison		
Swift	36	Normal		



Sandshrew ► Sandslash (Level 22)

029	NIDORAN (F)		TYPE 1: Poison	TYPE 2:
ABILITIES				
Growl	ALL	Normal	Bite	29
Tackle	ALL	Normal	Fury Swipes	41
Scratch	ALL	Normal	Double Kick	50
Poison Sting	ALL	Poison		Fighting
Tail Whip	21	Normal		



Nidoran (F) ► Nidorina (Level 16) ► Nidoqueen (Moon Stone)

030	NIDORINA		TYPE 1: Poison	TYPE 2:
ABILITIES				
Growl	ALL	Normal	Body Slam	23
Tackle	ALL	Normal	Fury Swipes	41
Scratch	ALL	Normal	Double Kick	50
Poison Sting	ALL	Poison		Fighting
Tail Whip	23	Normal		



Nidoran (F) ► Nidorina (Level 16) ► Nidoqueen (Moon Stone)

031	NIDOQUEEN		TYPE 1: Poison	TYPE 2: Ground
ABILITIES				
Growl	ALL	Normal	Body Slam	23
Tackle	ALL	Normal	Fury Swipes	41
Scratch	ALL	Normal	Double Kick	43
Poison Sting	ALL	Poison		Fighting
Tail Whip	ALL	Normal		



Nidoran (F) ► Nidorina (Level 16) ► Nidoqueen (Moon Stone)



POKÉDEX

033	NIDORINO		TYPE 1: Poison	TYPE 2: Fighting	
Abilities					
Leer	ALL	Normal	Fury Attack	32	Normal
Tackle	ALL	Normal	Horn Drill	41	Normal
Horn Attack	ALL	Normal	Double Kick	50	Fighting
Poison Sting	ALL	Poison			
Focus Energy	23	Normal			

Nidoran (m) ► Nidorino (Level 16) ► Nidoking (Moon Stone)



043	ODDISH		TYPE 1: Grass	TYPE 2: Poison	
Abilities					
Absorb	ALL	Grass	Petal Dance	33	Grass
Poison Powder	15	Poison	Solar Beam	46	Grass
Stun Spore	17	Grass			
Sleep Powder	19	Grass			
Add	24	Poison			

Oddish ► Gleem (Level 21) ► Vileplume (Leaf Stone)



034	NIDOKING		TYPE 1: Poison	TYPE 2: Ground
Abilities				
Leer	ALL	Normal		
Tackle	ALL	Normal		
Horn Attack	ALL	Normal		
Poison Sting	ALL	Poison		
Thrash	23	Fighting		

Nidoran (m) ► Nidorino (Level 16) ► Nidoking (Moon Stone)



044	GLOOM		TYPE 1: Grass	TYPE 2: Poison	
Abilities					
Absorb	ALL	Grass	Petal Dance	38	Grass
Poison Powder	ALL	Poison	Solar Beam	52	Grass
Stun Spore	ALL	Grass			
Sleep Powder	ALL	Grass			
Acid	28	Poison			

Oddish ► Gloom (Level 21) ► Vileplume (Leaf Stone)



035	CLEFAIRY		TYPE 1: Normal	TYPE 2: Psychic	
Abilities					
Pound	ALL	Normal	Metronome	31	Normal
Growl	ALL	Normal	Defense Curl	39	Normal
Sing	13	Normal	Light Screen	48	Psychic
Doubleslap	18	Normal			
Minimize	24	Normal			

Clefairy ► Clefairy (Moon Stone) ►



045	VILEPLUME		TYPE 1: Grass	TYPE 2: Poison
Abilities				
Absorb	ALL	Normal		
Poison Powder	ALL	Poison		
Stun Spore	ALL	Grass		
Sleep Powder	ALL	Grass		

Oddish ► Gloom (Level 21) ► Vileplume (Leaf Stone)



036	CLEFABLE		TYPE 1: Normal	TYPE 2: Psychic	
Abilities					
Pound	ALL	Normal	Metronome	ALL	Normal
Growl	ALL	Normal			
Sing	ALL	Normal			
Doubleslap	ALL	Normal			
Minimize	ALL	Normal			

Clefairy ► Clefable (Moon Stone) ►



037	VULPIX		TYPE 1: Fire	TYPE 2: Ghost	
Abilities					
Ember	ALL	Fire	Flamethrower	35	Fire
Tail Whip	ALL	Normal	Fire Spin	42	Fire
Quick Attack	16	Normal			
Roar	21	Normal			
Confuse Ray	28	Ghost			

Vulpix ► Ninetales (Fire Stone) ►



038	NINETALES		TYPE 1: Fire	TYPE 2: Ghost
Abilities				
Ember	ALL	Fire		
Tail Whip	ALL	Normal		

Vulpix ► Ninetales (Fire Stone) ►



039	JIGGLYPUFF		TYPE 1: Normal	TYPE 2: Psychic	
Abilities					
Sing	ALL	Normal	Rest	29	Psychic
Pound	9	Normal	Body Slam	34	Normal
Disable	14	Normal	Double-Edge	39	Normal
Defense Curl	19	Normal			
Doubleslap	24	Normal			

Jigglypuff ► Wigglytuff (Moon Stone) ►



040	WIGGLYTUFF		TYPE 1: Normal	TYPE 2: Psychic
Abilities				
Sing	ALL	Normal		
Disable	ALL	Normal		
Defense Curl	ALL	Normal		
Doubleslap	ALL	Normal		

Wigglytuff ► Wigglytuff (Moon Stone) ►



041	ZUBAT		TYPE 1: Poison	TYPE 2: Flying	
Abilities					
Leech Life	ALL	Bug	Haze	36	Ice
Supersonic	10	Normal			
Bite	15	Normal			
Confuse Ray	21	Ghost			
Wing Attack	28	Flying			

Zubat ► Golbat (Level 22) ►



042	GOLBAT		TYPE 1: Poison	TYPE 2: Flying	
Abilities					
Leech Life	ALL	Bug	Wing Attack	32	Flying
Screetch	ALL	Normal	Haze	43	Ice
Supersonic	ALL	Normal			
Bite	ALL	Normal			
Confuse Ray	ALL	Ghost			

Zubat ► Golbat (Level 22) ►



043	ODDISH		TYPE 1: Grass	TYPE 2: Poison	
Abilities					
Absorb	ALL	Grass	Petal Dance	33	Grass
Poison Powder	15	Poison	Solar Beam	46	Grass
Stun Spore	17	Grass			
Sleep Powder	19	Grass			
Add	24	Poison			

Oddish ► Gleem (Level 21) ► Vileplume (Leaf Stone)



044	GLOOM		TYPE 1: Grass	TYPE 2: Poison	
Abilities					
Absorb	ALL	Grass	Petal Dance	38	Grass
Poison Powder	ALL	Poison	Solar Beam	52	Grass
Stun Spore	ALL	Grass			
Sleep Powder	ALL	Grass			
Acid	28	Poison			

Oddish ► Gloom (Level 21) ► Vileplume (Leaf Stone)



045	VILEPLUME		TYPE 1: Grass	TYPE 2: Poison
Abilities				
Absorb	ALL	Normal		
Poison Powder	ALL	Poison		
Stun Spore	ALL	Grass		
Sleep Powder	ALL	Grass		

Oddish ► Gloom (Level 21) ► Vileplume (Leaf Stone)



046	PARAS		TYPE 1: Bug	TYPE 2: Grass	
Abilities					
Scratch	ALL	Normal	Growth	41	Normal
Stun Spore	13	Grass			
Leech Life	20	Bug			
Spore	27	Grass			
Slash	34	Normal			

Paras ► Parasect (Level 24) ►



047	PARASECT		TYPE 1: Bug	TYPE 2: Grass	
Abilities					
Scratch	ALL	Normal	Growth	48	Normal
Stun Spore	ALL	Grass			
Leech Life	ALL	Bug			
Spore	30	Grass			
Slash	39	Normal			

Paras ► Parasect (Level 24) ►



048	**VENOMOTH**		**TYPE 1: Bug**	**TYPE 2: Poison**

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053 PERSIAN

Scratch	ALL	Normal
Growl	ALL	Normal
Bite	ALL	Normal
Pay Day	ALL	Normal
Screetch	ALL	Normal

Headwrath ▶ Persian (Level 28) ▶

TYPE 1: Normal TYPE 2:


054 PSYDUCK

Scratch	ALL	Normal
Tail Whip	28	Normal
Disable	31	Normal
Confusion	36	Psychic
Fury Swipes	43	Normal

Psydock ▶ Golduck (Level 33) ▶

TYPE 1: Water TYPE 2:


055 GOLDUCK

Scratch	ALL	Normal
Tail Whip	ALL	Normal
Disable	ALL	Normal
Confusion	39	Psychic
Fury Swipes	48	Normal

Golduck ▶ Golduck (Level 33) ▶

TYPE 1: Water TYPE 2:


056 MANKEY

Scratch	ALL	Normal
Leer	ALL	Normal
Karate Chop	15	Normal
Fury Attack	21	Normal
Focus Energy	27	Normal

Mankey ▶ Primeape (Level 28) ▶

TYPE 1: Fighting TYPE 2:


057 PRIMEAPE

Scratch	ALL	Normal
Leer	ALL	Normal
Karate Chop	ALL	Normal
Fury Attack	ALL	Normal
Focus Energy	ALL	Normal

Primeape ▶ Primeape (Level 28) ▶

TYPE 1: Fighting TYPE 2:


058 GROWLITHE

Bite	ALL	Normal
Roar	ALL	Normal
Ember	18	Fire
Leer	23	Normal
Take Down	30	Normal

Growlithe ▶ Arcanine (Fire Stone) ▶

TYPE 1: Fire TYPE 2:


059 ARCANINE

Bite	ALL	Normal
Roar	ALL	Normal

Arcanine ▶ Arcanine (Fire Stone) ▶

TYPE 1: Fire TYPE 2:


060 POLIWAG

Bubble	ALL	Water
Hypnosis	16	Psychic
Water Gun	19	Water
Doubleslap	25	Normal
Body Slam	31	Normal

Poliwag ▶ Poliwhirl (Level 25) ▶

TYPE 1: Water TYPE 2:


061 POLIWHIRL

Bubble	ALL	Water
Hypnosis	ALL	Psychic
Water Gun	ALL	Water
Doubleslap	26	Normal
Body Slam	33	Normal

Poliwhirl ▶ Poliwhirl (Level 25) ▶

TYPE 1: Water TYPE 2:


062 POLIWRATH

Bubble	ALL	Normal
Hypnosis	ALL	Psychic
Water Gun	ALL	Water

Poliwrath ▶ Poliwhirl (Level 25) ▶

TYPE 1: Water TYPE 2: Fighting


063 ABRA

Teleport	ALL	Psychic
Confusion	ALL	Psychic
Disable	20	Normal
Psybeam	27	Psychic
Recover	31	Normal

Abilities:

Teleport

Confusion

Disable

Psybeam

Recover

Abilities:



POKÉDEX

073 TENTACRUEL		TYPE 1: Water		TYPE 2: Poison	
Arid	ALL	Poison	Constrict	ALL	Normal
Supersonic	ALL	Normal	Barrier	35	Psychic
Wrap	ALL	Normal	Screech	43	Normal
Poison Sting	ALL	Poison	Hydro Pump	50	Water
Water Gun	ALL	Water			

Tentacool



073 FARFETCH'D		TYPE 1: Normal		TYPE 2: Flying	
Peck	ALL	Flying	Agility	31	Psychic
Sand Attack	ALL	Normal	Slash	39	Normal
Leer	7	Normal			
Fury Attack	15	Normal			
Swords Dance	23	Normal			

Farfetch'd



074 GEODUDE		TYPE 1: Rock		TYPE 2: Ground	
Tackle	ALL	Normal	Earthquake	31	Ground
Defense Curl	11	Normal	Explosion	36	Normal
Rock Throw	16	Rock			
Self Destruct	21	Normal			
Harden	26	Normal			

Geodude



074 DODUO		TYPE 1: Normal		TYPE 2: Flying	
Peck	ALL	Flying	Tri Attack	40	Normal
Growl	28	Normal	Agility	44	Psychic
Fury Attack	24	Normal			
Drill Peck	30	Flying			
Rage	36	Normal			

Doduo



075 GRAVELER		TYPE 1: Rock		TYPE 2: Ground	
Tackle	ALL	Normal	Earthquake	36	Ground
Defense Curl	ALL	Normal	Explosion	43	Normal
Rock Throw	ALL	Rock			
Self Destruct	ALL	Normal			
Harden	29	Normal			

Graveler



075 DODRIO		TYPE 1: Normal		TYPE 2: Flying	
Peck	ALL	Flying	Tri Attack	45	Normal
Growl	ALL	Normal	Agility	51	Psychic
Fury Attack	ALL	Normal			
Drill Peck	ALL	Flying			
Rage	39	Normal			

Dodrio



076 GOLEM		TYPE 1: Rock		TYPE 2: Ground	
Tackle	ALL	Normal	Earthquake	36	Ground
Defense Curl	ALL	Normal	Explosion	43	Normal
Rock Throw	ALL	Rock			
Self Destruct	ALL	Normal			
Harden	29	Normal			

Golem



077 PONYTA		TYPE 1: Fire		TYPE 2: None	
Ember	ALL	Fire	Take Down	43	Normal
Tail Whip	30	Normal	Agility	48	Psychic
Stomp	32	Normal			
Growl	35	Normal			
Fire Spin	39	Fire			

Ponyta



078 RAPIDASH		TYPE 1: Fire		TYPE 2: None	
Ember	ALL	Fire	Take Down	47	Normal
Tail Whip	ALL	Normal	Agility	55	Psychic
Stomp	ALL	Normal			
Growl	ALL	Normal			
Fire Spin	ALL	Fire			

Rapidash



079 SLOWPOKE		TYPE 1: Water		TYPE 2: Psychic	
Confusion	ALL	Psychic	Amnesia	40	Psychic
Disable	18	Normal	Psychic	48	Psychic
Head Butt	22	Normal			
Growl	27	Normal			
Water Gun	33	Water			

Slowpoke



080 SLOWBRO		TYPE 1: Water		TYPE 2: Psychic	
Confusion	ALL	Psychic	Amnesia	44	Psychic
Disable	ALL	Normal	Psychic	55	Psychic
Head Butt	ALL	Normal			
Growl	27	Normal			
Water Gun	33	Water			

Slowbro



081 MAGNETIME		TYPE 1: Electric		TYPE 2: None	
Tackle	ALL	Normal	Swift	41	Normal
Sonic Boom	ALL	Normal	Screech	47	Normal
Thunder Shock	25	Electric			
Supersonic	29	Normal			
Thunder Wave	35	Electric			

Magnemite



082 MAGNETON		TYPE 1: Electric		TYPE 2: None	
Tackle	ALL	Normal	Swift	46	Normal
Sonic Boom	ALL	Normal	Screech	54	Normal
Thunder Shock	ALL	Electric			
Supersonic	ALL	Normal			
Thunder Wave	38	Electric			

Magnemite



083 FARFETCH'D		TYPE 1: Normal		TYPE 2: Flying	
Peck	ALL	Flying	Agility	31	Psychic
Sand Attack	ALL	Normal	Slash	39	Normal
Leer	7	Normal			
Fury Attack	15	Normal			
Swords Dance	23	Normal			

Farfetch'd



074 GEODUDE		TYPE 1: Rock		TYPE 2: Ground	
Tackle	ALL	Normal	Earthquake	31	Ground
Defense Curl	11	Normal	Explosion	36	Normal
Rock Throw	16	Rock			
Self Destruct	21	Normal			
Harden	26	Normal			

Geodude



075 GRAVELER		TYPE 1: Rock		TYPE 2: Ground	
Tackle	ALL	Normal	Earthquake	36	Ground
Defense Curl	ALL	Normal	Explosion	43	Normal
Rock Throw	ALL	Rock			
Self Destruct	ALL	Normal			
Harden	29	Normal			

Graveler



076 DODRIO		TYPE 1: Normal		TYPE 2: Flying	
Peck	ALL	Flying	Tri Attack	45	Normal
Growl	ALL	Normal	Agility	51	Psychic
Aurora Beam	35	Ice			
Rest	40	Psychic			
Take Down	45	Normal			

Dodrio



077 PONYTA		TYPE 1: Fire		TYPE 2: None	
Ember	ALL	Fire	Take Down	43	Normal
Tail Whip	30	Normal	Agility	48	Psychic
Stomp	32	Normal			
Growl	35	Normal			
Fire Spin	39	Fire			

Ponyta



078 RAPIDASH		TYPE 1: Fire		TYPE 2: None	
Ember	ALL	Fire	Take Down	47	Normal
Tail Whip	ALL	Normal	Agility	55	Psychic
Stomp	ALL	Normal			
Growl	ALL	Normal			</td

093	HAUNTER		TYPE 1: Ghost	TYPE 2: Poison	
ABILITIES	Lick	ALL	Ghost		
	Confuse Ray	ALL	Ghost		
	Night Shade	ALL	Ghost		
	Hypnosis	29	Psychic		
	Dream Eater	38	Psychic		
Gastly	▶	Haunter (Level 23)	▶	Gengar (TRADE)	▶

103	EXEGGUTOR		TYPE 1: Grass	TYPE 2: Psychic	
ABILITIES	Barrage	ALL	Normal		
	Hypnosis	ALL	Psychic		
	Stomp	28	Normal		
Exeggutor	▶	Exeggutor (Leaf Stone)	▶	Exeggiptr (Leaf Stone)	▶

094	GENGAR		TYPE 1: Ghost	TYPE 2: Poison	
ABILITIES	Lick	ALL	Ghost		
	Confuse Ray	ALL	Ghost		
	Night Shade	ALL	Ghost		
	Hypnosis	29	Psychic		
	Dream Eater	38	Psychic		
Gastly	▶	Haunter (Level 23)	▶	Gengar (TRADE)	▶

104	CUBONE		TYPE 1: Ground	TYPE 2: Rock		
ABILITIES	Bone Club	ALL	Ground	Bonemerang	43	Ground
	Growl	ALL	Normal	Rage	46	Normal
	Leer	25	Normal			
	Focus Energy	31	Normal			
	Thrash	38	Normal			
Cubone	▶	Marowak (Level 28)	▶			

095	ONIX		TYPE 1: Rock	TYPE 2: Ground		
ABILITIES	Tackle	ALL	Normal	Slam	33	Normal
	Streetch	ALL	Normal	Harden	43	Normal
	Bind	15	Normal			
	Rock Throw	19	Rock			
	Rage	25	Normal			
Onix	▶	Onix (Level 23)	▶	Gengar (TRADE)	▶	

105	MAROWAK		TYPE 1: Ground	TYPE 2: Rock		
ABILITIES	Bone Club	ALL	Ground	Bonemerang	48	Ground
	Growl	ALL	Normal	Rage	55	Normal
	Leer	25	Normal			
	Focus Energy	33	Normal			
	Thrash	41	Normal			
Cubone	▶	Marowak (Level 28)	▶			

096	DROWZEE		TYPE 1: Psychic	TYPE 2: None		
ABILITIES	Pound	ALL	Normal	Poison Gas	29	Poison
	Hypnosis	ALL	Psychic	Psychic	32	Psychic
	Disable	12	Normal	Meditate	37	Psychic
	Confusion	17	Psychic			
	Head Butt	24	Normal			
Drowzee	▶	Hypno (Level 26)	▶			

106	HITMONLEE		TYPE 1: Fighting	TYPE 2: None		
ABILITIES	Double Kick	ALL	Fighting	Hi Jump Kick	48	Fighting
	Meditate	ALL	Psychic	Mega Kick	53	Normal
	Rolling Kick	33	Fighting			
	Jump Kick	38	Fighting			
	Focus Energy	43	Normal			
Hitmonlee	▶					

097	HYPNO		TYPE 1: Psychic	TYPE 2: None		
ABILITIES	Pound	ALL	Normal	Poison Gas	33	Poison
	Hypnosis	ALL	Psychic	Psychic	37	Psychic
	Disable	ALL	Normal	Meditate	43	Psychic
	Confusion	ALL	Psychic			
	Head Butt	ALL	Normal			
Drowzee	▶	Hypno (Level 26)	▶			

107	HITMONCHAN		TYPE 1: Fighting	TYPE 2: None		
ABILITIES	Comet Punch	ALL	Normal	Mega Punch	48	Normal
	Agility	ALL	Psychic	Counter	53	Fire
	Fire Punch	33	Fire			
	Ice Punch	38	Ice			
	Thunder Punch	43	Electric			
Hitmonchan	▶					

098	KRABBY		TYPE 1: Water	TYPE 2: None		
ABILITIES	Bubble	ALL	Water	Crab Hammer	35	Water
	Leer	ALL	Normal	Harden	40	Normal
	Vice Grip	20	Normal			
	Guillotine	25	Normal			
	Stomp	30	Normal			
Krabby	▶	Kingler (Level 28)	▶			

108	LICKITUNG		TYPE 1: Normal	TYPE 2: None		
ABILITIES	Wrap	ALL	Normal	Slam	31	Normal
	Supersonic	ALL	Normal	Screech	39	Normal
	Stomp	ALL	Normal			
	Disable	ALL	Normal			
	Defense Curl	ALL	Normal			
Lickitung	▶					

099	KINGLER		TYPE 1: Water	TYPE 2: None		
ABILITIES	Bubble	ALL	Water	Crab Hammer	42	Water
	Leer	ALL	Normal	Harden	49	Normal
	Vice Grip	20	Normal			
	Guillotine	25	Normal			
	Stomp	34	Normal			
Krabby	▶	Kingler (Level 28)	▶			

109	KOFFING		TYPE 1: Poison	TYPE 2: None		
ABILITIES	Tackle	ALL	Normal	Haze	45	Ice
	Smog	ALL	Poison	Explosion	48	Normal
	Sludge	32	Poison			
	Smoke Screen	37	Normal			
	Self Destruct	40	Normal			
	Koffing	▶	Weezing (Level 35)	▶		

100	VOLTORB		TYPE 1: Electric	TYPE 2: None		
ABILITIES	Tackle	ALL	Normal	Swift	40	Normal
	Streetch	ALL	Normal	Explosion	50	Normal
	Sonic Boom	17	Normal			
	Self Destruct	22	Normal			
	Light Screen	29	Psychic			
Voltorb	▶	Electrode (Level 30)	▶			

111	RHYDON		TYPE 1: Ground	TYPE 2: Rock		
ABILITIES	Horn Attack	ALL	Normal	Leer	50	Normal
	Stomp	30	Normal	Take Down	55	Normal
	Tail Whip	35	Normal			
	Fury Attack	40	Normal			
	Horn Drill	45	Normal			
Rhydon	▶	Rhydon (Level 42)	▶			

102	EXEGGUTOR		TYPE 1: Grass	TYPE 2: Psychic		
ABILITIES	Barrage	ALL	Normal	Poison Powder	37	Poison
	Hypnosis	ALL	Psychic	Solar Beam	42	Grass
	Reflect	25	Psychic	Sleep Powder	48	Grass
	Leech Seed	28	Grass			
	Stun Spore	32	Grass			
	Exeggutor	▶	Exeggip			

POKÉDEX									
113 CHANSEY		TYPE 1: Normal	TYPE 2:						
Abilities	Pound	ALL	Normal	Defense Curl	44	Normal			
	Doubleslap	ALL	Normal	Light Screen	48	Psychic			
	Sing	24	Normal	Double Edge	54	Normal			
	Growl	30	Normal						
	Minimize	38	Normal						
Chansey	▶	▶							
114 TANGELA		TYPE 1: Grass	TYPE 2:						
Abilities	Constrict	ALL	Normal	Sleep Powder	39	Grass			
	Bind	ALL	Normal	Slam	45	Normal			
	Absorb	29	Grass	Growth	49	Normal			
	Potion Powder	32	Poison						
	Stun Spore	36	Grass						
Tangela	▶	▶							
115 KANGASKHAN		TYPE 1: Normal	TYPE 2:						
Abilities	Comet Punch	ALL	Normal	Leer	41	Normal			
	Rage	ALL	Normal	Dizzy Punch	46	Normal			
	Bite	26	Normal						
	Tail Whip	31	Normal						
	Mega Punch	36	Normal						
Kangaskhan	▶	▶							
116 HORSEA		TYPE 1: Water	TYPE 2:						
Abilities	Bubble	ALL	Water	Hydro Pump	45	Water			
	Smoke Screen	19	Normal						
	Leer	24	Normal						
	Water Gun	30	Water						
	Ability	37	Psychic						
Horsea	▶	Seadra (Level 32)	▶						
117 SEADRA		TYPE 1: Water	TYPE 2:						
Abilities	Bubble	ALL	Water	Hydro Pump	52	Water			
	Smoke Screen	19	Normal						
	Leer	24	Normal						
	Water Gun	30	Water						
	Ability	41	Psychic						
Seadra	▶	Seadra (Level 32)	▶						
118 GOLDEEN		TYPE 1: Water	TYPE 2:						
Abilities	Petk	ALL	Flying	Waterfall	37	Water			
	Tail Whip	ALL	Normal	Horn Drill	45	Normal			
	Supersonic	19	Normal	Ability	54	Psychic			
	Horn Attack	24	Normal						
	Fury Attack	30	Normal						
Goldeen	▶	Seaking (Level 33)	▶						
119 SEAKING		TYPE 1: Water	TYPE 2:						
Abilities	Peck	ALL	Flying	Waterfall	39	Water			
	Tail Whip	ALL	Normal	Horn Drill	48	Normal			
	Supersonic	ALL	Normal	Ability	54	Psychic			
	Horn Attack	26	Normal						
	Fury Attack	30	Normal						
Seaking	▶	Seaking (Level 33)	▶						
120 STARYU		TYPE 1: Water	TYPE 2:						
Abilities	Tackle	ALL	Normal	Minimize	37	Normal			
	Water Gun	17	Water	Light Screen	42	Psychic			
	Harden	22	Normal	Hydro Pump	47	Water			
	Recover	27	Normal						
	Swift	32	Normal						
Staryu	▶	Starmie (Water Stone)	▶						
121 STARMIE		TYPE 1: Water	TYPE 2: Psychic						
Abilities	Tackle	ALL	Normal						
Starmie	▶	Starmie (Water Stone)	▶						
122 MR. MIME		TYPE 1: Psychic	TYPE 2:						
Abilities	Barrier	ALL	Psychic	Substitute	47	Normal			
	Confusion	15	Psychic						
	Light Screen	23	Psychic						
	Doubleslap	31	Normal						
	Meditate	39	Psychic						
Mr. Mime	▶								
123 SCYTHER		TYPE 1: Bug	TYPE 2: Flying						
Abilities	Quick Attack	ALL	Normal	Swords Dance	35	Normal			
	Leer	ALL	Normal	Agility	42	Psychic			
	Focus Energy	ALL	Normal						
	Double Team	24	Normal						
	Slash	29	Normal						
Scyther	▶								
124 IVYX		TYPE 1: Ice	TYPE 2: Psychic						
Abilities	Pound	ALL	Normal	Bodyslam	39	Normal			
	Lovely Kiss	ALL	Normal	Thrash	47	Normal			
	Lick	ALL	Ghost	Blizzard	58	Ice			
	Doubleslap	ALL	Normal						
	Ice Punch	31	Ice						
Ivixy	▶								
125 ELECTABUZZ		TYPE 1: Electric	TYPE 2:						
Abilities	Quick Attack	ALL	Normal	Light Screen	49	Psychic			
	Leer	ALL	Normal	Thunder	54	Electric			
	Thunder Shock	34	Electric						
	Screach	37	Normal						
	Thunder Punch	42	Electric						
Electabuzz	▶								
126 MAGMAR		TYPE 1: Fire	TYPE 2:						
Abilities	Ember	ALL	Fire	Smog	52	Poison			
	Leer	36	Normal	Flamethrower	55	Fire			
	Confuse Ray	39	Ghost						
	Fire Punish	43	Fire						
	Smoke Screen	48	Normal						
Magmar	▶								
127 PINSID		TYPE 1: Bug	TYPE 2:						
Abilities	Vitegrip	ALL	Normal	Slash	49	Normal			
	Seismic Toss	25	Fighting	Swords Dance	54	Normal			
	Guillotine	30	Normal						
	Focus Energy	36	Normal						
	Harden	43	Normal						
Pinsid	▶								
128 TAUROS		TYPE 1: Normal	TYPE 2:						
Abilities	Tackle	ALL	Normal	Take Down	51	Normal			
	Stomp	ALL	Normal						
	Tail Whip	28	Normal						
	Leer	35	Normal						
	Rage	44	Normal						
Tauros	▶								
129 MAGIKARP		TYPE 1: Water	TYPE 2:						
Abilities	Splash	ALL	Normal						
	Tackle	15	Normal						
Magikarp	▶	Gyarados (Level 20)	▶						
130 GYARADOS		TYPE 1: Water	TYPE 2: Flying						
Abilities	Splash	ALL	Normal	Hydro Pump	41	Water			
	Tackle	ALL	Normal	Hyper Beam	52	Normal			
	Bite	20	Normal						
	Dragon Rage	25	Dragon						
	Leer	32	Normal						
Gyarados	▶	Gyarados (Level 20)	▶						
131 LAPRAS		TYPE 1: Water	TYPE 2: Ice						
Abilities	Water Gun	ALL	Water	Confuse Ray	31	Ghost			
	Growl	ALL	Normal	Ice Beam	38	Ice			
	Sing	14	Normal	Hydro Pump	46	Water			
	Mist	20	Ice						
	Body Slam	25	Normal						
Lapras	▶								
132 DITTO		TYPE 1: Normal	TYPE 2:						
Abilities	Transform	ALL	Normal						
Ditto	▶								

133	EEVEE		TYPE 1: Normal	TYPE 2: Normal		
ABILITIES	Tackle	ALL	Normal	Take Down	45	Normal
	Sand Attack	ALL	Normal			
	Quick Attack	27	Normal			
	Tail Whip	31	Normal			
	Bite	37	Normal			
	Eevee					



143	SNORLAX		TYPE 1: Normal	TYPE 2: Normal		
ABILITIES	Head Butt	ALL	Normal	Double Edge	48	Normal
	Amnesia	ALL	Psychic	Hyper Beam	56	Normal
	Rest	ALL	Psychic			
	Body Slam	35	Normal			
	Harden	41	Normal			
	Snorlax					



134	VAPOREON		TYPE 1: Water	TYPE 2: Water		
ABILITIES	Tackle	ALL	Normal	Bite	40	Normal
	Sand Attack	ALL	Normal	Acid Armor	42	Poison
	Quick Attack	27	Normal	Haze	44	Ice
	Water Gun	31	Water	Mist	48	Ice
	Tail Whip	37	Normal	Hydro Pump	54	Water
	Eevee			Vaporeon (Water Stone)		



135	JOLTEON		TYPE 1: Electric	TYPE 2: Electric		
ABILITIES	Tackle	ALL	Normal	Thunder Wave	40	Electric
	Sand Attack	ALL	Normal	Double Kick	42	Fighting
	Quick Attack	27	Normal	Agility	44	Psychic
	Thunder Shock	31	Electric	Pin Missile	48	Bug
	Tail Whip	37	Normal	Thunder	54	Electric
	Eevee			Jolteon (Thunder Stone)		



136	FLAREON		TYPE 1: Fire	TYPE 2: Fire		
ABILITIES	Tackle	ALL	Normal	Bite	40	Normal
	Sand Attack	ALL	Normal	Leer	42	Normal
	Quick Attack	27	Normal	Fire Spin	44	Fire
	Ember	31	Fire	Rage	48	Normal
	Tail Whip	37	Normal	Flamethrower	54	Fire
	Eevee			Flareon (Fire Stone)		



137	PORYGON		TYPE 1: Normal	TYPE 2: Normal		
ABILITIES	Tackle	ALL	Normal	Agility	35	Psychic
	Sharpen	ALL	Normal	Tri Attack	42	Normal
	Conversion	ALL	Normal			
	Psybeam	23	Psychic			
	Recover	28	Normal			
	Porygon					



147	DRATINI		TYPE 1: Dragon	TYPE 2: Dragon		
ABILITIES	Wrap	ALL	Normal	Dragon Rage	40	Dragon
	Leer	ALL	Normal	Hyper Beam	50	Normal
	Thunder Wave	ALL	Electric			
	Agility	20	Psychic			
	Slam	30	Normal			
	Dratini			Dragonair (Level 30)		Dragonite (Level 55)



148	DRAGONAIR		TYPE 1: Dragon	TYPE 2: Dragon		
ABILITIES	Wrap	ALL	Normal	Dragon Rage	45	Dragon
	Leer	ALL	Normal	Hyper Beam	55	Normal
	Thunder Wave	ALL	Electric			
	Agility	ALL	Psychic			
	Slam	35	Normal			
	Dratini			Dragonair (Level 30)		Dragonite (Level 55)



149	DRAGONITE		TYPE 1: Dragon	TYPE 2: Flying		
ABILITIES	Wrap	ALL	Normal	Dragon Rage	ALL	Dragon
	Leer	ALL	Normal	Hyper Beam	60	Normal
	Thunder Wave	ALL	Electric			
	Agility	ALL	Psychic			
	Slam	ALL	Normal			
	Dratini			Dragonair (Level 30)		Dragonite (Level 55)



150	MEWTWO		TYPE 1: Psychic	TYPE 2: Psychic		
ABILITIES	Confusion	ALL	Psychic	Recover	ALL	Normal
	Disable	ALL	Normal	Mist	75	Ice
	Swift	ALL	Normal	Amnesia	81	Psychic
	Barrier	ALL	Psychic			
	Psychic	ALL	Psychic			
	Mewtwo					



151	MEW		TYPE 1: Psychic	TYPE 2: Psychic		
ABILITIES	Pound	ALL	Normal			
	Transform	10	Normal			
	Mega Punch	20	Normal			
	Metronome	30	Normal			
	Psychic	40	Psychic			
	Mew					



Kabuto



Kabutops



Aerodactyl



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



Dragonair



Dragonite



Mewtwo



Mew



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



Dragonair



Dragonite



Mewtwo



Mew



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



Dragonair



Dragonite



Mewtwo



Mew



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



Dragonair



Dragonite



Mewtwo



Mew



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



Dragonair



Dragonite



Mewtwo



Mew



Eevee



Vaporeon



Jolteon



Flareon



Porygon



Dratini



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Special Thanks to:

Natty @ Network Video, Vicky and Krishna @ Write on Time, Our Special Friend @ NOA, Tim and Adam @ Future Publishing, Richie, Hans, and Larry in Production, and Charles in Legal

100% Unofficial *Pokémon Trainer's Guide* is produced by Imagine Media Inc., 150 North Hill Drive, Brisbane, CA 94005, USA. Imagine Media also publishes *PC Gamer*, *Next Generation*, *MacAddict*, *MaximumPC*, *PC Accelerator*, *PSM*, *Business 2.0*, the *Official Sega Dreamcast Magazine*, and *Games Business*. Entire contents copyright 2000, Imagine Media Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Media Inc. is not affiliated with products covered in 100% Unofficial *Pokémon Trainer's Guide*.

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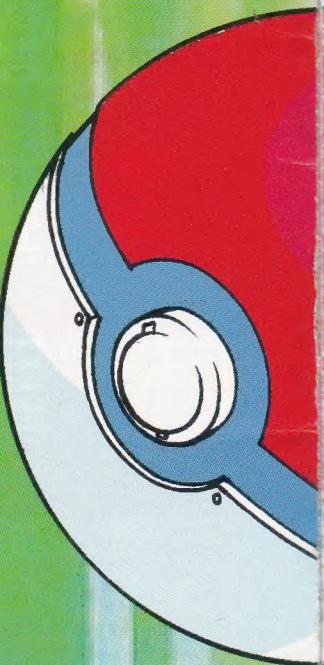
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I'M OUTTA HERE

Wow! That was a lot of cool and exciting stuff. *Pokémon*'s great and it's just getting better. The trading card game is a blast and more expansion packs are on the way! *Pokémon Trading Card* promises to bring that thrill to the Game Boy, while *Pokémon Stadium* brings the battles to your N64. For the couch potatoes, the shows and movies just keep on coming. The airwaves are filled with Ash and friends and their exciting tales of collecting and battling *Pokémon*. And if that wasn't enough, *Pokémon Gold* and *Silver* will bring 100 new pocket monsters to catch and train. So, if you think you've caught 'em all, think again! *Pokémon* rocks and will continue to roll!



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